

COMMODORE User

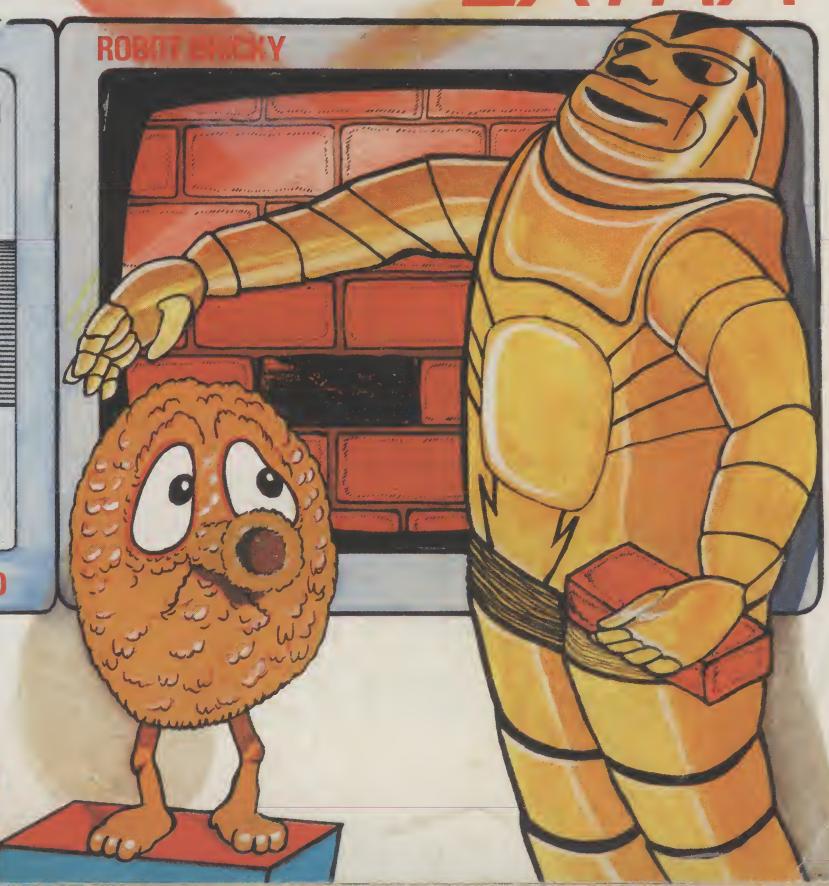
DRACULA'S NIGHTMARE



DRAKE'S ADVENTURE

GAMES EXTRA

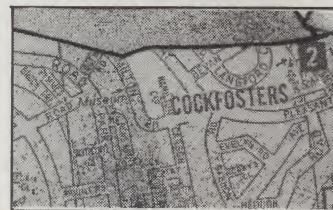
ROBOT BICKY



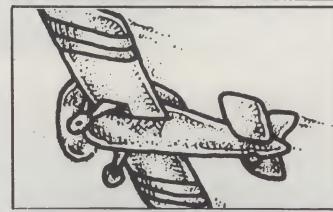
BANK RAID



Sir Francis Drake Adventure is described as the most complex program published in Phoenix's Brainteasers for the Commodore 64. An authentic historical adventure game based on Francis Drake's circumnavigation of the world, from 1577 to 1580. Deal with all the hazards of the seas Page 3



Stuntman is about as looney a computer game as you are likely to find. What a way to earn a living – jumping out of an aeroplane onto a trampoline several hundred feet below. What do you mean we can't be serious? We are and you have just three Stuntmen to attempt this jump. From Games Book II by Melbourne House Page 12



Bank Raid pits you against a nasty gang of villains. The crooks have been caught red-handed in a bid to relieve the safe of its contents. As their masked faces appear at the window you must get them in your sights and fire. Shoot them before they shoot you Page 19



Boing, boing, boing Qbert's back in action. The objective of this game is to hop into the cubes on the pyramid and change their colours. But watch out for the snake and the bouncing ball who are determined to halt your artistic journey Page 22



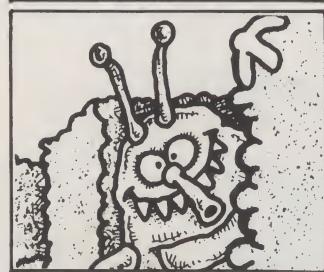
Destroyer is an all action battle at sea. The enemy subs are closing in for the kill. What will you do? Use your depth charges or make a run for it? The decision is yours and the lives of your crew depend on you making the right choice. A game that teached some useful routines for use in your own programs Page 24

Everest is the nearest you are ever going to get to climbing the world's tallest mountain – so make the most of it. All sorts of obstacles conspire to stop your reaching the summit. Avalanches, rockfalls, and pesky birds are all out to stop you Page 27



If you think bricklayers just sit around all day eating Pot Noodle then you are mistaken. They are an industrious breed, especially the brickies on this Vic 20 site. They need to be as two looney robots are on the loose demolishing the walls. Better immobilise them with a few swiftly flung bricks before they destroy the mornings hard work Page 3

VIC
20



Hoppa is the best Frogga you can ever hope to get for nothing for your Vic. This is an extremely pretty piece of programming. Object of this popular computer game is to hop your frog to the safety of the river bank. Cross a busy road and a fast – flowing river Page 10



Beaglebug is a colourful maze game set deep in the jungle. Manouevre your little man around the maze collecting the blue blobs. But watch out for the poisonous mushrooms and electric fences. It takes a lot of skill with the joystick or keyboard to find your way out of this maze Page 16

Dracula's Nightmare. Its not easy being a vampire in the twentieth century. I mean you try to be modern about things, keep a few cups of blood in the refrigerator and what happens – some ghoul hides the red stuff all round the house. Help Drac find his favourite tipple, drink a few cups, and get back to sleep in his coffin Page 31

Just because this game is called Sucker doesn't mean any sucker can play it. You will need considerable skill and thought to get the six balls from the top of the screen to the bottom in the correct sequence. Vic owners can puzzle away into the New Year with this one Page 33

People

Editor	Eugene Lacey
Deputy Editor	Bohdan Buciaik
Staff Writer	Mike Pattenden
Design	Lynda Skerry
Illustrations	Ian Ellery

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Commodore 64 fun and games.

ROBOT BRICKY

By Hadge Smith

VIC
20

The brickies are busy trying to earn a Christmas bonus to buy presents for their families.

The walls are going up even quicker than they usually do and even the miserable foreman has a smile on his face because everyone on the building site is working so quickly.

Productivity is very high until two crazy robots appear on the scene and start demolishing the walls.

No self-respecting Bricky is going to stand by and

watch his Xmas bonus disappear into thin air. And neither do the Brickies in this game – but instead, set to bombing the rampaging droids from the top of the scaffolding.

Robot Bricky has been listed using our Easy-Enter technique to make it simple for you to enter. Instructions on how this works can be found on page 3 of this supplement.

```
2 POKES2, 28:POKE54, 28:CLR:S1=36B76:CH=S1-7:CO=S1+3:VO=S1+2:PM=1:Q=30720:P=7746
3 DIMA$(4,3),H%(4,3),D(4),B(4):POKECO,0:POKEVO,15:PRINT "[CLS][WHT]PLEASE WAIT...
..
4 FORA=0TO4:X=X+800:FORB=0TO3:A$(A,B)="VIC-20":H%(A,B)=X:X=X-50:NEXTB,A
5 FORI=7168T07679:POKEI,PEEK(I+25600):NEXT
10 FORI=0TO39:READA:POKE7448+I,A:NEXTI:LI=4
12 D(0)=-1:D(1)=22:D(2)=22:D(3)=1:D(4)=-22
13 B(0)=-1:B(1)=-22:B(2)=-22:B(3)=1:B(4)=22:GOSUB600
14 GOSUB630:Y=800:Z=Y:POKECH,255
15 PRINT "[CLS]":R=8032:S=R+21:W=8054:V=10:TI$="000000":LI=LI-1:IFLI=0THEN300
```

EASY
ENTER

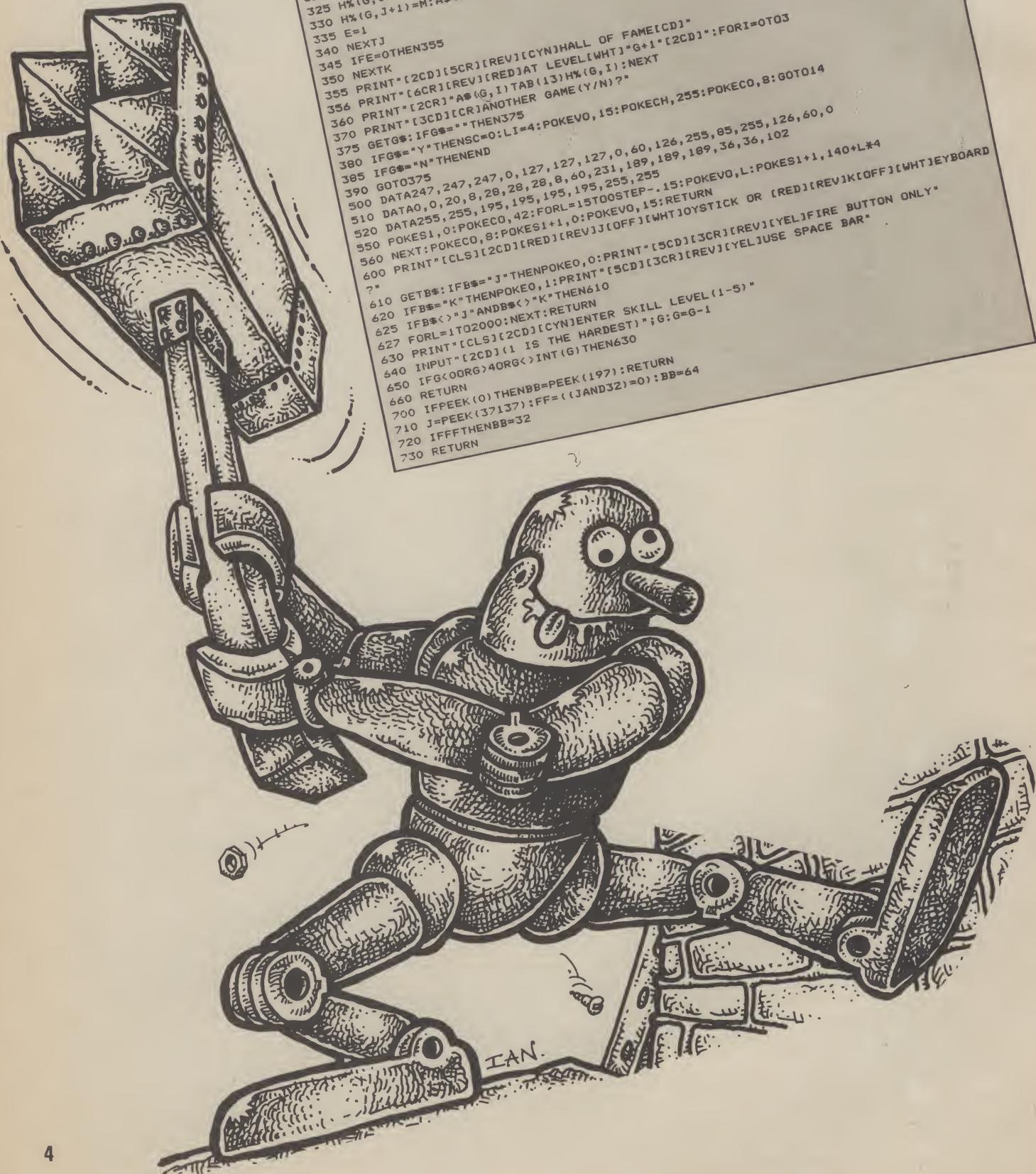
```
22 FORI=0TO21:POKE8164+I,39:POKE8164+I+8,5:NEXT
25 FORI=8163T0WSTEP-1:POKEI,35:POKEI+Q,2:NEXT
30 PRINT "[HOMI]WHITISCORE:[CL]"SCTAB(12)" HI:[CL]"H%(G,0)
32 PRINT "LIVES:"LITAB(12)"LEVEL:"G+1
33 PRINT "EXTRA LIFE AT"
35 IFINT(TI/60)>VTHENPOKEW,32:W=W+1:V=V+G
40 GOSUB100:IFPK=390RPL=39THENGOSUB550:GOTO15
45 PM=PM-(2*PM*(P+PM<77460RP+PM>77671))
50 POKEP,32:P=P+PM:POKEP,361:POKEP+Q,1
55 GOSUB700:IFBB=32THENGOSUB200:POKE1,0:IFPT=39THEN15
60 X=RND(1):IFBX>.5THENGOSUB100:IFPK=390RPL=39THENGOSUB550:GOTO15
65 IFSC>ZTHENLI=LI+1:Y=Y+100*(G+1):Z=INT(Z+(Y/3))
70 GOTO30
100 C=C-1:IFC=-1THENC=4
110 RM=D(C):PK=PEEK(R+RM):IFNOT(PK=35)THEN130
120 C=C+1:C=-C*(C<5):GOTO110
130 POKER,32:R=R+RM:POKER,38:POKER+Q,1
140 E=E-1:IFE=-1THENE=-4
150 RL=B(E):PL=PEEK(S-RL):IFNOT(PL=35)THEN170
160 E=E+1:E=-E:(E<5):GOTO150
170 POKES,32:S=S-RL:POKES,38:POKES+Q,1:RETURN
200 FORT=P+22T08163STEP22:POKET,37:POKET+Q,1:POKES1,230-(INT(T-7724)/22)
205 PT=PEEK(T+22):IFPT<>32THEN215
210 POKET,32:NEXTI:RETURN
215 IFPT=38THENSC=SC+50:GOSUB550:GOTO230
220 IFPT=35THENSC=SC+1:GOTO230
225 IFPT=39THENPOKET,32:GOSUB550:RETURN
230 POKET,32:POKET+22,32:POKES1,0:RETURN
300 PRINT "[CLS]":POKEVO,0:POKECH,240:IFSC<H%(G,3)THEN355
301 PRINT "[CLS]":2CDJENTER NAME (8 LETTERS)":INPUTA$(G,3):H%(G,3)=SC
```



```

302 IFLEN(A$(G,3))>8 THEN 301
303 PRINT "[CLS]": FORK=0 TO 3
305 E=0
310 FOR J=0 TO 2
315 IF H%(G,J)>H%(G,J+1) THEN 340
320 M=H%(G,J): B$=A$(G,J)
325 H%(G,J)=H%(G,J+1): A$(G,J)=A$(G,J+1)
330 H%(G,J+1)=M: A$(G,J+1)=B$
335 E=1
340 NEXT J
345 IFE=0 THEN 355
350 NEXT K
355 PRINT "[2CD][5CR][REV][CYN]HALL OF FAME[CD]"
356 PRINT "[6CR][REV][RED]AT LEVEL[WHT]"G+1"[2CD]": FOR I=0 TO 3
360 PRINT "[2CR]"A$(G,I) TAB(13)H%(G,I)": NEXT
370 PRINT "[3CD][CR]ANOTHER GAME(Y/N)?"
375 GETG$: IF G$="" THEN 375
380 IF G$="Y" THEN SC=0: LI=4: POKE V0, 15: POKE CH, 255: POKE C0, 8: GOT014
385 IF G$="N" THEN END
390 GOT0375
500 DATA 247, 247, 247, 0, 127, 127, 127, 0, 60, 126, 255, 85, 255, 126, 60, 0
510 DATA 0, 20, 8, 28, 28, 8, 60, 231, 189, 189, 36, 36, 102
520 DATA 255, 255, 195, 195, 195, 195, 195, 255
550 POKE S1, 0: POKE C0, 42: FOR L=1 TO STEP -1
560 NEXT: POKE C0, 8: POKE S1+1, 0: POKE V0, 15: POKE V0, L: POKE S1+1, 140+L*4
600 PRINT "[CLS][2CD][RED][REV]J[OFF][WHT]JOYSTICK OR [RED][REV]K[OFF][WHT]KEYBOARD
? "
610 GETB$: IF B$="J" THEN POKE O, 0: PRINT "[5CD][3CR][REV][YEL]FIRE BUTTON ONLY"
620 IF B$="K" THEN POKE O, 1: PRINT "[5CD][3CR][REV][YEL]USE SPACE BAR"
625 IF B$<>"J" AND B$<>"K" THEN 610
627 FOR L=1 TO 2000: NEXT: RETURN
630 PRINT "[CLS][2CD][CYN]ENTER SKILL LEVEL(1-5)"
640 INPUT "[2CD](1 IS THE HARDEST)": G: G=G-1
650 IF G<0 OR G>40: G<>INT(G) THEN 630
660 RETURN
700 IF PEEK(O) THEN BB=PEEK(197): RETURN
710 J=PEEK(37137): FF=((J AND 32)=0): BB=64
720 IF FF THEN BB=32
730 RETURN

```



SIR FRANCIS DRAKE

CBM
64

This is an authentic historical adventure game based on Francis Drake's circumnavigation of the world, from 1577 to 1580. As you travel in the footsteps of the greatest of Elizabeth the First's free-booting adventurers, you will encounter the same problems and challenges as Drake.

Drake sailed in search of the elusive North West Passage that would allow him access to the Pacific, and the galleons of the Spanish Empire. As history books will already have told you, he did not find the object of his quest, but he did find much more, and so will you as you sail into the Francis Adventure Game.

How to play

When the program has been loaded and RUN, you will hear the gentle lapping of waves against the shore.

On the map you will see your position marked by a black sailing ship, docked near the port of Lima. After the map has been displayed, there is a short period before the "week, cargo" titles appear. When these titles appear the game starts.

Everytime you use this game, the dangers and treasures will be located in different parts of the ocean, so do not think that you can predict your moves too easily. We didn't feel it was fair, however, to move the rocks, reefs and Spanish galleons during the game, so try and remember their locations. It will help you considerably.

You must follow Drake's route by first travelling to the port known as New Albion and thence onward, past Java, to the bottom left hand corner of the map.

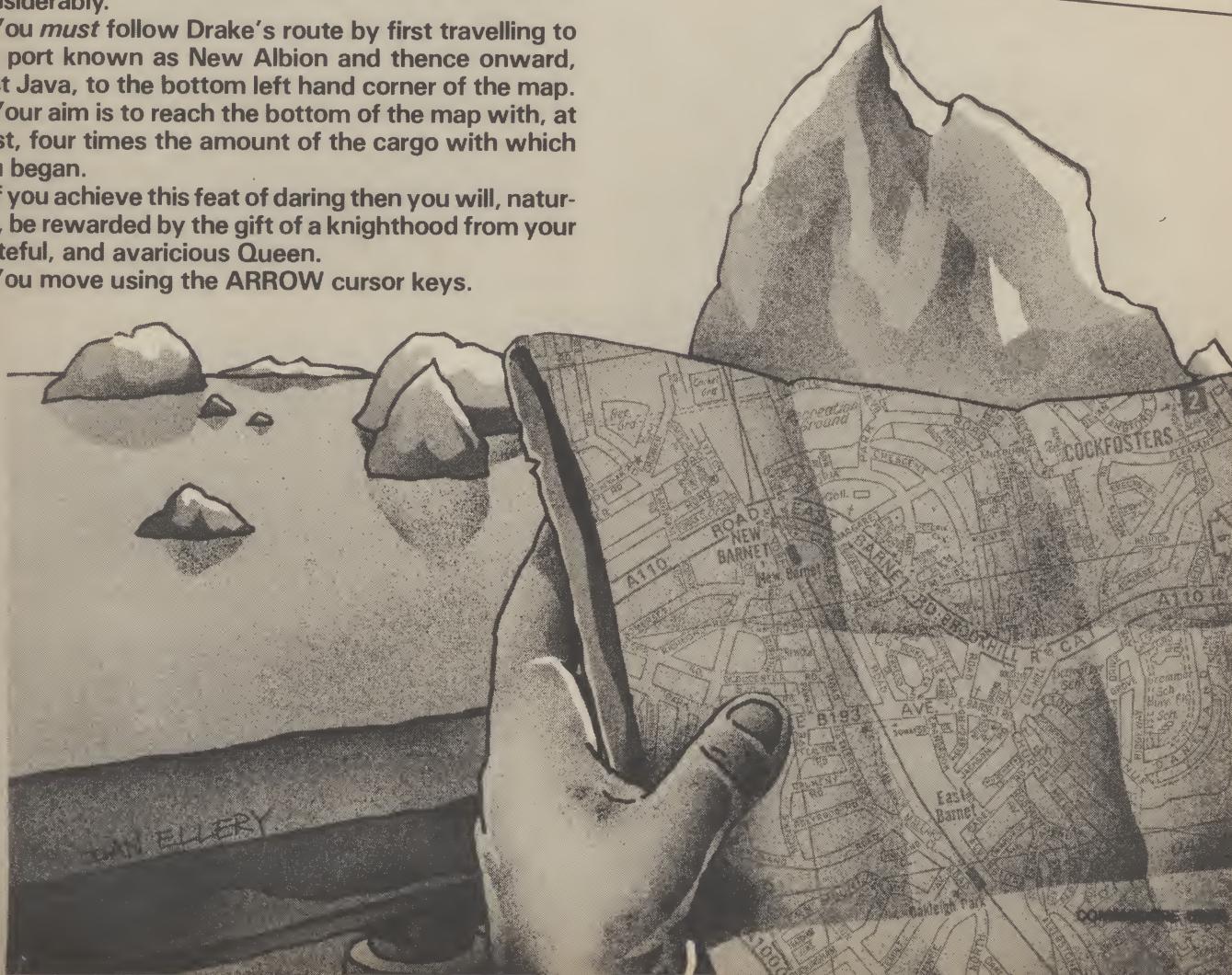
Your aim is to reach the bottom of the map with, at least, four times the amount of the cargo with which you began.

If you achieve this feat of daring then you will, naturally, be rewarded by the gift of a knighthood from your grateful, and avaricious Queen.

You move using the ARROW cursor keys.

50 S\$= "

```
60 AL=0
70 WH$=CHR$(5):CL$=CHR$(147):HO$=CHR$(19
):CU$=CHR$(145):BL$=CHR$(144)
80 LB$=CHR$(154):CD$=CHR$(17):R1$=CHR$(1
8):R0$=CHR$(146):YE$=CHR$(158)
90 BU$=CHR$(31):GR$=CHR$(30)
100 XP=782:YP=781:XY=65520
110 S1=54273:S2=54272:VL=54296:WV=54276:
AD=54277:SR=54278:REM SOUND VARIABLES
120 SH$="&
130 LA$=CHR$(157):RA$=CHR$(29):DA$=CHR$(1
7):UA$=CHR$(145)
140 M$(1)=" 99999304500000079999999999
00 "
150 M$(2)=" 99999300000000007999999950
00 "
160 M$(3)=" 99999300000000009999517300
00 "
170 M$(4)=" 99995000000000007799000300
00 "
180 M$(5)=" 7995000000000000000099000000
00 "
190 M$(6)=" 099800300000000079290000
00 "
200 M$(7)=" 04790000000000000001192000
00 "
210 M$(8)=" 0480000200000000000000007022
20 "
```



At intervals you will be told the situation at sea and asked which action you would like to take, from the choice shown.

Remember to consider your options carefully as to the amounts of cargo, food, cannon balls and crew conditions.

If the program does not understand your response, you will hear a two-note tune and you should try again.

Damage rating is based on a 1 to 10 scale. If you are damaged to the level of 10 then I'm afraid that it's into the sea for you, as the Golden Hind settles gently below your feet.

Do your best, as the present Government is emptying the coffers more quickly than you are filling them.

Hints and changes you can make

One of the problems of displaying a map on the screen, is how to reduce the memory required and the number of lines needed to describe the map. This is done here by defining a string array **MS**, with the number of elements being equal to the number of rows on the map. Standard shapes are then used. The shapes are as shown below:



Each row of the map is assigned to an element of MS using the above shapes, and zero (to represent blanks.)

If you find the adventure too easy, then reduce the cargo (CA), food (SU), crew (CR), and/or cannon balls (BA) that you start with. They are on line 440. If you find that knighthood escapes you, then reduce the 400 in line 560.





```

640 IFCR>0THENGOT0680
650 GOSUB1180:PRINT"YOUR CREW HAVE ALL BEEN KILLED IN BATTLEOR ";
660 PRINT"HAVE DIED OF SCURVY, TYPHUS OR DYSENTERY. YOU ARE STRANDED";
670 PRINT" WITHOUT THEM,":CR=0:EN=1
680 IFDA>10THENGOSUB1180:PRINT"YOUR SHIP HAS FILLED WITH WATER AND SUNK":EN=1
690 IFBA<0THENBA=0
700 IFCA<0THENCA=0
710 IFEN=1THENGOT02240
720 POKEXP,36:POKEYP,1:SYSXY:PRINTRIGHT$(" "+STR$(WK),4)
730 POKEYP,4:SYSXY:PRINTRIGHT$(" "+STR$(CA),4)
740 POKEXP,36:POKEYP,7:SYSXY:PRINTRIGHT$(" "+STR$(SU),4)
750 POKEYP,10:SYSXY:PRINTRIGHT$(" "+STR$(CR),4)
760 POKEXP,36:POKEYP,13:SYSXY:PRINTRIGHT$(" "+STR$(BA),4)
770 POKEXP,36:POKEYP,16:SYSXY:PRINTRIGHT$(" "+STR$(DA),4)
780 GETI$:IFI$=="THENGOT0780
790 IF(X=1ANDI$=LA$)OR(X=30ANDI$=RA$)OR(Y=1ANDI$=UA$)OR(Y=16ANDI$=DA$)THENGOT0780
800 GOSUB1180
810 XM$=MID$(M$(Y),X-1,1):X0$=MID$(M$(Y),X,1):XP$=MID$(M$(Y),X+1,1)
820 YM$=MID$(M$(Y-1),X,1):YP$=MID$(M$(Y+1),X,1)
830 IF I$=LA$ANDXM$<>"0"ANDXM$<>"9"ANDX0$<>"2"THENX=X-1
840 IF I$=RA$AND(XP$<>"2"ANDXP$<>"9"ANDX0$<>"0")THENX=X+1
850 IF I$=DA$AND(YP$<>"3"ANDYP$<>"9"ANDX0$<>"1")THENY=Y+1
860 IF I$=UA$AND(YM$<>"1"ANDYM$<>"9"ANDX0$<>"3")THENY=Y-1
870 WK=WK+1
880 IFDA<>0THENDA=DA+1
890 SU=SU-1
900 POKEXP,X1+4:POKEYP,Y1:SYSXY:PRINT".

```

```

910 POKEXP,X+4:POKEYP,Y:SYSXY:PRINTBL$;SH$;WH$;
920 IFX0$<>"A"ORDA=0THENGOT0950
930 DA=0:GOSUB1180:PRINT"YOU HAVE ";
940 PRINT"ARRIVED AT A PORT SO YOU CAN NOW GET YOUR SHIP REPAIRED":GOTO1010
950 IFX=X1ANDY=Y1ANDWK<>1THENGOSUB2010:GOSUB1030:GOTO1010
960 IFX0$="4"THENGOSUB1180:GOTO1010
970 IFX0$="5"THENGOSUB1220
980 IFX0$="6"THENGOSUB1430
990 IFX0$="7"THENGOSUB1860
1000 IFX0$="8"THENGOSUB1910
1010 X1=X:Y1=Y
1020 GOTO520
1030 REM REEF SUBROUTINE
1040 W=INT(2*RND(1))
1050 RR$="ROCK":IFX<15THENRR$="REEF"
1060 IFW=0THENGOSUB1180:PRINT" THERE IS A ";RR$;" AHEAD. TURN AROUND":GOTO1170
1070 GOSUB1180:PRINT"YOU HAVE RUN AGROUND ON A ";RR$;". ARE YOU GOING TO THROW "
1080 PRINT"CARGO AND GUNS OVERBOARD, OR PUT OUT AN ANCHOR TO WINDWARD"
1090 INPUTR$:$G$="OVERBOARD":GOSUB2060:IFFO=1THENR$="OVERBOARD":GOTO1120
1100 SG$="ANCHOR":GOSUB2060:IFFO=1THENR$="ANCHOR":GOTO1120
1110 PRINTCU$::GOSUB2130:GOTO1090
1120 IFR$="OVERBOARD"THENCA=CA-FNRM(20):GOTO1170
1130 W2=INT(2*RND(1)):GOSUB1180
1140 IFW2=0THENPRINT"YOU HAVE BROKEN FREE WITHOUT ANY SIGNIFICANT DAMAGE"
1150 IF W2<>0THENPRINT"YOUR SHIP, THE GOLDEN HIND, IS HOLED."
1160 IFW2<>0THENPRINT"RETURN TO DRY LAND AT ONCE OR IT WILL SINK":DA=DA+1
1170 RETURN
1180 REM BLANK LINES
1190 POKEXP,0:POKEYP,19:SYSXY:PRINTS$;S$;S$;S$;LEFT$(S$,39);
1200 POKEXP,0:POKEYP,19:SYSXY
1210 RETURN
1220 REM NAMED SHIP SUBROUTINE
1230 GOSUB2190:GOSUB1180
1240 M1$="YOU SEE A SPANISH GALLEON, THE CACAFUEGO. ARE YOU GOING TO ATTACK IT OR"
1250 M1$=M1$+" IGNORE IT"
1260 M2$="YOU SEE A SPANISH GALLEON, THE ESPRITO SANTO. ARE YOU GOING TO ATTACK"
1270 M2$=M2$+" IT OR IGNORE IT"
1280 IFFNRM(2)=1THENPRINTM1$::GOTO1300
1290 PRINTM2$
1300 INPUTR$:$G$="ATTACK":GOSUB2060:IFFO=1THENR$="ATTACK":GOTO1330
1310 SG$="IGNORE":GOSUB2060:IFFO=1THENR$="IGNORE":PRINTCU$::GOTO1330
1320 PRINTCU$::GOSUB2130:GOTO1300
1330 IFR$<>"ATTACK"THENGOT01420
1340 GOSUB1180
1350 IFCA>0THENGOT01390
1360 PRINT"YOU DRAW ALONGSIDE THE GALLEON THEN FIND YOU HAVE NO ";

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1370 PRINT "CANNON BALLS LEFT SO THE SP
ANISH WIN THE BATTLE AND LEAVE YOU TO DI
E"
1380 EN=1:GOTO1420
1390 PRINT "YOU FIGHT A FIERCE BATTLE AND
FINALLY TAKE COMMAND OF THE GALLEON";
1400 PRINT "AND TRANSFER ITS CARGO TO THE
HOLD OF THE GOLDEN HIND"
1410 CA=CA+FNRN(20):BA=BA-FNRN(20):FORD=
1T0100:NEXTD
1420 RETURN
1430 REM SHIP SUBROUTINE
1440 GOSUB2180:GOSUB1180
1450 PRINT "YOU SEE A SPANISH GALLEON. ARE
YOU GOING TO ATTACK IT OR IGNORE IT"
1460 INPUTR$:SG$="ATTACK":GOSUB2060:IFFO
=1THENR$="ATTACK":GOTO1490
1470 SG$="IGNORE":GOSUB2060:IFFO=1THENR$=
="IGNORE":GOTO1490
1480 PRINTCU$;:GOSUB2130:GOTO1460
1490 IFR$="IGNORE":THENRETURN
1500 GOSUB1180
1510 PRINT "ARE YOU GOING TO FIRE YOUR CA
NNONS AT THE GALLEON, OR SET FIRE TO ";
1520 PRINT "SOME OLD SHIPS AND LET TH
EM DRIFT TOWARDS IT, OR SNEAK UP ";
1530 PRINT "ALONGSIDE IT AND BOARD IT"
1540 INPUTR$:SG$="CANNON":GOSUB2060:IFFO
=1THENR$="CANNONS":GOTO1580
1550 SG$="SET FIRE":GOSUB2060:IFFO=1THEN
R$="SET FIRE":GOTO1580
1560 SG$="SNEAK":GOSUB2060:IFFO=1THENR$=
"SNEAK":GOTO1580
1570 PRINTCU$;:GOSUB2130:GOTO1540
1580 GOSUB1180
1590 IFR$(>)"CANNONS":THENGOTO1660
1600 IFFNRN(2)=1THENGOTO1630
1610 PRINT "YOUR SHIP GETS HOLED AND SOME
OF YOUR CREW ARE SHOT. RETURN TO ";
1620 PRINT "DRY LAND AT ONCE":DA=DA+1:BA=
BA-FNRN(20):CR=CR-FNRN(10):GOTO1660
1630 PRINT "AS YOUR SHIP IS SMALLER AND L
OWER THAN THE GALLEON, YOU MANAGE TO ";
1640 PRINT "PUT IT OUT OF ACTION AND BOAR
D IT, WITHOUT INCURRING ANY DAMAGE TO Y
OUR";
1650 PRINT "SHIP.":CA=CA+FNRN(20):SU=SU+
FNRN(20):BA=BA+FNRN(20)
1660 IFR$(>)"SET FIRE":THENGOTO1760
1670 GOSUB1180
1680 IFFNRN(2)THENGOTO1730
1690 PRINT "THE WIND CHANGES DIRECTION AN
D THE BURNING SHIPS DRIFT TOWARDS";
1700 PRINT "THE GOLDEN HIND SETTING THE
MIZZEN MAST ALIGHT. RETURN TO DRY ";
1710 PRINT "LAND AT ONCE"
1720 DA=DA+1:GOTO1760
1730 PRINT "THE BURNING SHIPS DRIFT TOWAR
DS THE GALLEON SETTING IT ALIGHT."
1740 PRINT "THE CAPTAIN SURRENDERS AND
YOU TRANSFER HIS CARGO TO YOUR HOLD"
1750 CA=CA+FNRN(20):SU=SU+FNRN(20):BA=BA
+FNRN(20):GOTO1760

```



```

1760 IFR$(>)"SNEAK":THENGOTO1850
1770 GOSUB1180
1780 IFFNRN(2)=1THENGOTO1820
1790 PRINT "THEY SEE YOU APPROACHING AND
REALISING THAT YOU ARE ENGLISH THEY ";
1800 PRINT "OPEN FIRE, SHOOTING SOME O
F YOUR CREW AND DAMAGING YOUR BOAT. RETUR
N";
1810 PRINT "TO PORT AT ONCE":BA=BA-FNRN(
20):DA=DA+1:CR=CR-FNRN(10):GOTO1850
1820 PRINT "THEY ASSUME YOU ARE SPANISH A
S ENGLISH SHIPS HAVE NEVER BEEN THIS ";
1830 PRINT "FAR BEFORE, SO YOU MANAGE TO
BOARD THE GALLEON AND CAPTURE IT AND I
TS";
1840 PRINT "RICH CARGO":CA=CA+FNRN(20):S
U=SU+FNRN(20):BA=BA+FNRN(20)
1850 RETURN
1860 REM TRADE SUBROUTINE
1870 GOSUB2190
1880 GOSUB1180:PRINT "YOU BUY CLOVES CHEA
PLY FROM THE ISLANDERS"
1890 CA=CA+FNRN(20):SU=SU+FNRN(20)
1900 RETURN
1910 REM HOSTILE SUBROUTINE
1920 GOSUB2190
1930 GOSUB1180:PRINT "HOSTILE ISLANDERS P
ELT YOU WITH STONES":CR=CR-FNRN(20)
1940 RETURN
1950 REM INSERT SUBROUTINE
1960 IL$=RIGHT$(STR$(IS),LEN(STR$(IS))-1
)
1970 IF IS(>)10THENM$(Y)=LEFT$(M$(Y),X-1)+
IL$+RIGHT$(M$(Y),31-X):GOTO1990
1980 M$(Y)=LEFT$(M$(Y),X-1)+"A"+RIGHT$(M
$(Y),31-X)

```



```

1990 RETURN
2000 POKE52,48:POKE56,48:CLR
2010 REM REEF COLLISION NOISE SUBROUTINE
2020 POKEWV,129:POKEVL,15:POKEAD,15:POKE
SR,248
2030 POKES1,68:POKES2,149:FORT=1TO200:NE
XTT
2040 POKEWV,0:POKEVL,0:POKEAD,0
2050 RETURN
2060 REM STRING IN STRING SUBROUTINE
2070 IFLEN(R$)<LEN(SG$)THENFO=0:GOTO2120
2080 FORL=1TOLEN(R$)-LEN(SG$)+1
2090 IFSG$=MID$(R$,L,LEN(SG$))THENFO=1:G
O TO2120
2100 NEXT
2110 FO=0
2120 RETURN
2130 REM WRONG SOUND SUBROUTINE
2140 POKEWV,33:POKEVL,15:POKEAD,190
2150 POKES1,45:POKES2,198:FORT=1TO300:NE
XTT
2160 POKES1,43:POKES2,52:FORT=1TO300:NEX
TT
2170 POKEWV,0:POKEVL,0:POKEAD,0
2180 RETURN
2190 REM WARNING SOUND SUBROUTINE
2200 POKEWV,33:POKEVL,15:POKEAD,190
2210 POKES1,68:POKES2,149:FORT=1TO200:NE
XTT
2220 POKEWV,0:POKEVL,0:POKEAD,0
2230 RETURN
2240 END
2250 REM DRAW MAP SUBROUTINE
2260 POKE53280,6:POKE53281,6:POKE53272,2
1:REM BORDER, BACKGROUND AND UPPER CASE
2270 PRINTCL$:GR$;

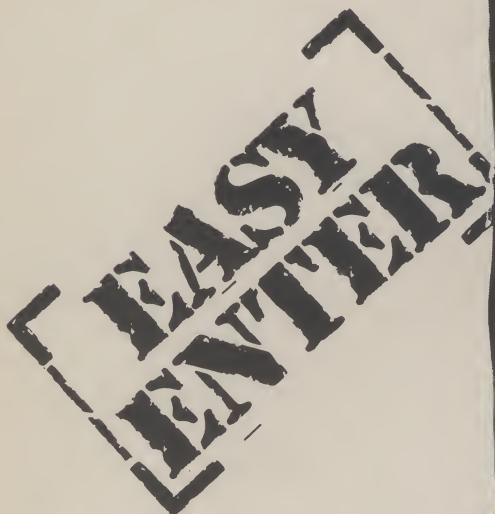
```

```

2280 TP$=""::BT$=""::FORI=1TO30:TP$=TP$+CH
R$(163)::BT$=BT$+CHR$(164)::NEXT
2290 TP$=LEFT$(TP$,9)
2300 PRINT"      ";BT$::FORJ=1TO16:PRINT"
";CHR$(64+J);";CHR$(167)::FORI=2TO31
2310 P=VAL(MID$(M$(J),I,1)):IFP=0THENPRI
NT" ":"GOTO2410
2320 IFP=1THENPRINTR1$;CHR$(162);R0$::GO
T02410
2330 IFP=2THENPRINTCHR$(162)::GOTO2410
2340 IFP=3THENPRINTCHR$(161)::GOTO2410
2350 IFP=4THENPRINTR1$;CHR$(161);R0$::GO
T02410
2360 IFP=5THENPRINTCHR$(169)::GOTO2410
2370 IFP=6THENPRINTR1$;CHR$(169);R0$::GO
T02410
2380 IFP=7THENPRINTCHR$(127)::GOTO2410
2390 IFP=8THENPRINTR1$;CHR$(127);R0$::GO
T02410
2400 IFP=9THENPRINTR1$;" ";R0$;
2410 NEXT
2420 PRINTCHR$(165)
2430 NEXT
2440 POKEXP,12:POKEYP,1:SYSXY:PRINTBL$;"NEW ALBION":GR$:R1$;".";BL$
2450 POKEXP,28:POKEYP,15:SYSXY:PRINT"LIN
A":GR$:R1$;"."
2460 POKEXP,5:POKEYP,13:SYSXY:PRINTBL$;"JAVA"
2470 PRINTWH$;
2480 POKEXP,5:POKEYP,17:SYSXY
2490 PRINTGR$:CHR$(163);TP$;"1";TP$;"2";
TP$
2500 POKEXP,5:POKEYP,18:SYSXY:PRINT"0123
45678901234566890123456789"
2510 RETURN
2520 REM TITLE SUBROUTINE
2530 POKE53280,2:POKE53281,2:POKE53272,2
1:REM BORDER, BACKGROUND AND UPPER CASE
2540 PRINTCL$:YE$;
2550 FORI=1TO14:PRINTCD$::NEXTI
2560 PRINTSPC(13);"FRANCIS DRAKE":PRINT:
PRINTSPC(13);"ADVENTURE GAME"
2570 FORI=1TO12:PRINTCD$::NEXT
2580 PRINTBL$;
2590 PRINT"      COPYRIGHT (C) G.LUDINSKI
1983";
2600 POKEWV,129:POKEAD,255:POKESR,255
2610 FORI=1TO3
2620 POKEVL,15:POKES1,45:POKES2,198:FORT
=1TO100:NEXTT
2630 POKES1,68:POKES2,149:FORT=1TO300:NE
XTT
2640 POKES1,45:POKES2,198:FORT=1TO300:NE
XTT
2650 POKES1,32:POKES2,94:FORT=1TO300:NEX
TT
2660 POKEVL,2:POKES1,28:POKES2,214:FORT=
1TO300:NEXTT
2670 NEXT
2680 RETURN

```

By Michael Mok



Hoppa is one of those games that will make you feel a little jumpy.

In fact, jumping is what this game is all about. You are a hard-pressed little frog who is trapped beside a busy road.

The object of the game is to hop our little hero to the safety of his natural habitat – a river bank just beyond the road.

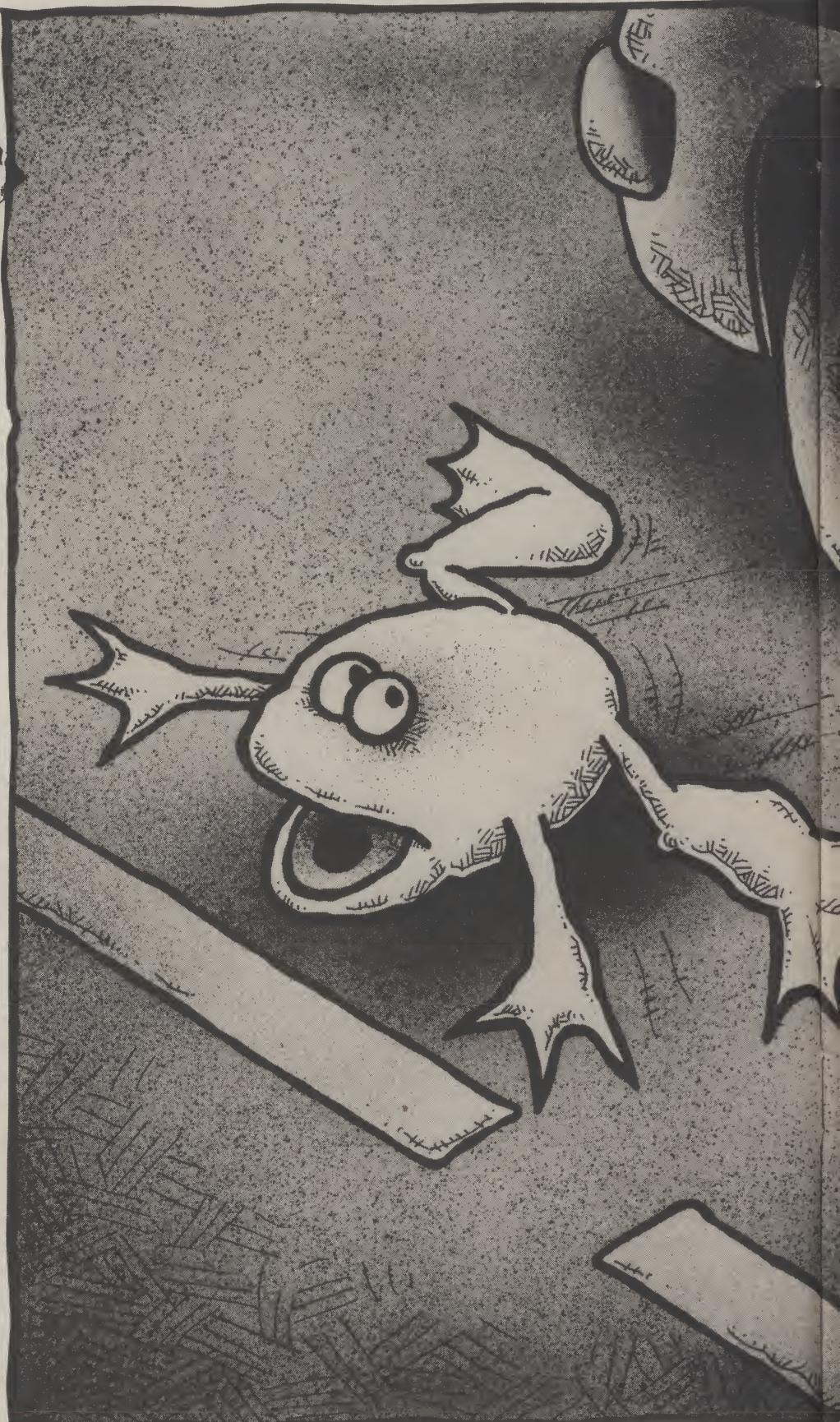
Trucks and cars are thundering down the road and will squash froggy if he should jump at the wrong moment.

If you succeed in hopping the frog to the far side of the road you will meet a river.

Using the logs that are floating down the river as stepping stones you must hop to the safety of the bank at the far side.

Use key "j" to go up, "space" for down, "j" for left, and "k" for right.

Hoppa has been listed with our unique Easy-Enter technique to make it simple for you to enter. Instructions on how this works can be found on page 3 of this supplement.



```

5 POKE37159,255:POKE36878,15:POKE37879,255
10 POKE36879,8:PRINT "[CLS][GRN][3CD][REV][8SPC]HOPPA[9SPC][OFF]"
20 PRINT "[2CD] [WHT]Z-[RED]LEFT [WHT]X-[RED]RIGHT [WHT]F1-[RED]UP":PRINT "[CD][7SPC][WHT]3-[RED]DOWN"
30 PRINT "[CYN][3CD][6SPC]M.MOK 1984"
40 PRINT "[2CD][WHT][8SPC]READY!"
50 GOSUB650CLR
60 SC=0:L=3:S1=36875:F1=32:F2=32:F3=32:F4=32:T%=600:FT=0:POKE36879,12
70 OP=32:OC=1:Y=10:X=10:TI$="000000":POKE36878,15
80 PRINT "[CLS][CYN]":FOR X=1 TO 10:FOR Y=1 TO 10:PRINT "[RED]'''''[2SPC]''''[4SPC]''''[8SPC]''''"
90 PRINT "[CD][3SPC]''''[6SPC]''''[PRINT "[CD][2SPC]''''[8SPC]''''"
100 PRINT "[CD][2SPC]''''[4SPC]''''[4SPC]''''[PRINT "[CD][CYN]''''"
110 PRINT "[CYN] & ()[3SPC][PUR] & ()[2SPC][RED][2SPC]&()":PRINT "[CD][RED]%% [PUR]%%[2SPC][GRN] %%[2SPC][YEL]%%"
120 PRINT "[CD][GRN][2SPC]&()[4SPC][CYN] & ()[2SPC][WHT] & ()":PRINT "[CD][PUR][2SPC]%%[3SPC][WHT][2SPC]%%[3SPC][YEL] %%[2CD][GRN]%"
130 POKE7683,F1:POKE7688,F2:POKE7693,F3:POKE7698,F4
131 POKE38403,5:POKE38408,5:POKE38413,5:POKE38418,5
140 DY=0:DX=0:A=PEEK(1971):IFA=39THENDY=-1:POKES1,200
150 IFA=47THENDY=1:POKES1,210
160 IFA=33THENDX=-1:POKES1,220
170 IFA=26THENDX=1:POKES1,230
180 POKES1,0
190 IFX+DX<10RX+DX>20THEN420
200 IFY+DY>10THEN300
210 P=PEEK(7680+X+DX+44*(Y+DY))
220 IFY>1ANDY<6ANDP=32THEN420
230 IFY>6ANDP>32ANDP<>35THEN420
240 IFY+DY=OANDP<>32THEN420
250 IFY+DY=OANDP=32THEN520
260 IFDY=OANDDX=0THEN290
270 POKE7680+X+44*Y,OP:POKE38400+X+44*Y,OC
280 OP=PEEK(7680+X+DX+44*(Y+DY)):OC=PEEK(38400+X+DX+44*(Y+DY)):SC=SC+10
290 X=X+DX:Y=Y+DY:POKE7680+X+44*Y,35:POKE38400+X+44*Y,5
300 IFY=10RY=3THENX=X-1
310 IFY=20RY=4THENX=X+1
320 IFY>5ANDY>10THENPOKE7680+X+44*Y,32
330 POKE2,30:POKE1,44:SYS820:POKE1,88:SYS866:POKE1,132:SYS820:POKE1,176:SYS866
340 POKE2,31:POKE1,8:SYS820:POKE1,52:SYS866:POKE1,96:SYS820:POKE1,140:SYS866
350 P=PEEK(7680+X+44*Y):IFP<>32ANDP<>35THEN420
360 IFY>5ANDY>10THENPOKE7680+X+44*Y,35:POKE38400+X+44*Y,5
370 IFSC>HITHENHI=SC
380 PRINT "T: TI$" L" L
390 PRINT "[YEL]S:"SC"[CU]":PRINT "[10CR]HI:"HI"[2CU]"
400 IFTI>T%THEN420
410 GOTO140
420 POKE7680+X+44*Y,OP:POKE38400+X+44*Y,OC
430 POKE7680+DX+X+44*(Y+DY),35
440 PRINT "[HOM]"TAB(227)"SPLAT !"
441 FORT=254TO175STEP-1:POKES1+2,T:POKE38400+X+DX+44*(Y+DY),1:NEXT:POKES1+2,0
450 L=L-1:IFL=0THEN800
460 FORT=1TO1000:NEXT:GOTO70
470 PRINT "[WHT][3CD] ANOTHER GAME [Y/N]?:POKE36879,14
480 POKE198,0
490 GETA$:IFA$="Y"THEN60
500 IFA*<>"N"THEN490
510 POKE2,0:SYS2
520 POKE7680+X+44*Y,OP:POKE38400+X+44*Y,OC
530 POKE7680+X+DX+44*(Y+DY),35:POKE38400+X+DX+44*(Y+DY),5
540 FORT=1TO30:FORG=200TO210:POKES1,G+T:NEXT:NEXT:POKES1,0
550 FORT=1TO1000:NEXT:SC=SC+1000
560 IFX=3THENF1=35
570 IFX=8THENF2=35
580 IFX=13THENF3=35
585 IFX=18THENF4=35
590 FT=F1+1:IFFT=0:F1=32:F2=32:F3=32:F4=32:T%=T%-120:SC=SC+4000
595 IFT%<250THENFT%>240
600 GOTO70
610 DATA165,1,133,251,165,2,24,105,120,133,252,162,20,160,0,177,1,72,200,177,1,1
36,145
620 DATA1,200,104,145,1,136,177,251,72,200,177,251,136,145,251,104,200,145,251,2
02,16
630 DATA226,96,165,1,133,251,165,2,24,105,120,133,252,162,20,160,20,177,1,72,200
,177,1
640 DATA136,145,1,200,104,145,1,136,177,251,72,200,177,251,136,145,251,104,200,1
45,251
650 DATA136,136,202,16,224,96:FORT=820TO913:READK:POKET,K:X=X+K:NEXT:IFX>12468T
HENSTOP
660 DATA153,90,60,60,90,129,66,36,31,56,124,255,127,231,36,24,0,128,64,252,254,2
31,36,24
670 DATA126,70,71,255,255,231,36,24,255,,248,7,24,231,0,255
680 DATA255,255,255,255,255,1,0,255,255,255,255,51,50,204
690 POKE56,28:POKE52,28:POKE51,0:FORT=0TO511:POKE7168+T,PEEK(32768+T):NEXT
700 FORG=7448TO7503:READK:POKEG,K:NEXT:POKE36869,255:RETURN
800 POKE36865,160:POKE36879,8:PRINT "[CLS]"TAB(205)"[CYN]GAME OVER"
810 FORX=160TO30STEP-.2:POKE36865,X:NEXT
820 GOTO170

```

STUNTMAN

Send the stuntman from the plane, and attempt to land him on red square on trampoline. Look out for the picket fence and the telephone poles! Three misses puts a stuntman out of action but you get three men. Use space bar to kick man out of plane.

Variables

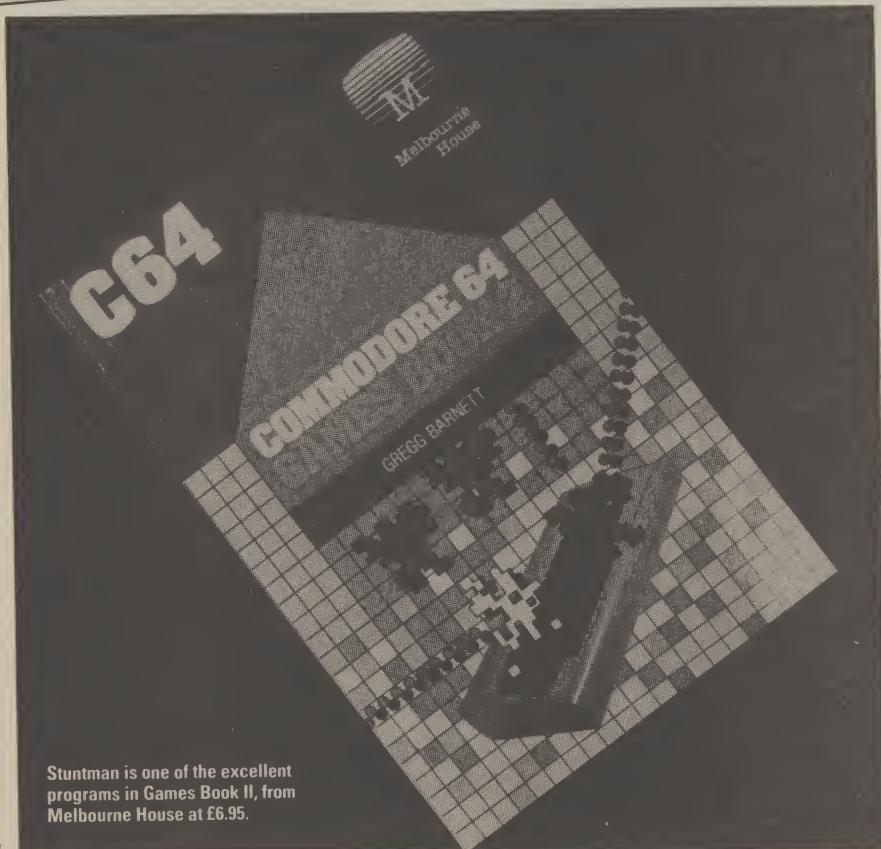
NM	= No men
SC,R	= Score, round
WS	= Wind speed
T	= Time parameter for projection equations
F	= Flying flag
NW	= No. of wounds
VL,W,A,H,L	= Sound
M\$	= Message
X,YI	= X,Y initial values
X,Y	= Man's X,Y co-ordinates
M	= Mass of man
XV	= Initial X velocity

Define stunt man, plane and variables, push sound into memory.

```

1      REM STUNT MAN
10     V=53248:POKE2040,192:POKE2041,193:POKEV+39,7:POKEV+40,10
20     POKEV+16,0:POKEV+21,0:FORI=12388TO12350:READQ:POKEI,Q:NEXT
30     FORI=12352TO12373STEP3:READQ:POKEI,Q:POKEI+1,0:POKEI+2,0:
40     NEXT
45     FORI=12376TO12414:POKEI,0:NEXT
50     POKEV+2,185:POKEV+3,170
55     FORI=49152TO49230:READQ:POKEI,Q:NEXT
60     NM=3:SC=100

```





Draw trampoline, fence, hills and swamp, set screen colours.

```

100 PRINT "I":POKE53281,11:POKE53280,11
102 IFNM=0THEN600
105 PRINT " "
106 PRINT " "
107 PRINTSPC(22):" "
108 PRINT " "
109 PRINT " "
110 PRINT " "
111 PRINT " "
112 PRINT " "
113 PRINT " "
114 PRINT " "
115 PRINT " "
116 PRINT " "
117 PRINT " "
118 PRINT " " :PRINT " "
119 PRINT " " :PRINT " "
120 PRINT " " :PRINT " "
121 PRINT " "
122 PRINT " "
123 PRINT " "
124 PRINT " "
125 PRINT " "
126 PRINT " "
127 PRINT " "
128 PRINT " "
129 PRINT " "
130 PRINT " "
131 PRINT " "
132 PRINT " "
133 PRINT " "
134 PRINT " "
135 PRINT " "
136 PRINT:PRINT" ":->" ";
137 POKEV+16,1:POKEV,80:POKEV+1,80:POKEV+21,1:WS=5:GOSUB1000:F
=0:T=0:NW=0
138 VL=54296:W=54276:A=54277:H=54273:L=54272

```

Launch and fly the plane, drop the man.

```

200 SYS(49152):SYS(49152):SYS(49152)
202 IF(PEEK(V+16)AND1)<>10RPEEK(V)<89THEN204
203 POKEV+1,INT(RND(1)*75+50):SC=SC-10:GOSUB1000
204 IFF=1THEN230
205 K=PEEK(197):IFK<>60THEN220
206 POKEV+2,PEEK(V):POKEV+3,PEEK(V+1):F=1:T=0:M$="GERONIMO00000
207 !!! :GOSUB1300
210 IF(PEEK(V+16)AND1)=0THENPOKEV+16,0:GOTO217
211 POKEV+16,PEEK(V+16)OR2
212 POKEV+21,PEEK(V+21)OR2:YI=PEEK(V+1)+8:XI=PEEK(V)+256*(PEEK
(V+16)AND1)

```

```

220 IFF=0THEN200
230 GOSUB300
240 IFX<200RX>336THEN550
250 IFY<170THEN200
260 IFX>130ANDX<220THENGOSUB350:GOTO200
270 IFX>50THEN400
280 IFX>255ANDX<300THENGOSUB450:GOTO200
290 GOSUB500:GOTO200

```

Send man hurtling to ground taking account of wind speed.

```

300  XV=3:M=50
310  T=T+1:POKE54278,128:POKEVL,15:POKEW,129:POKEA,15:POKEL,200
      :POKEH,80-2*T
320  X=WS*T*T/M-XV*T+XI:Y=4.9*T*T/M+YI
325  X=INT(X):Y=INT(Y)
330  IFX>255THENPOKEV+16,PEEK(V+16)OR2:POKEV+2,X-256:GOTO340
335  POKEV+16,PEEK(V+16)AND253:POKEV+2,X
340  POKEV+3,Y
345  RETURN

```

If hit target exactly then print superb else good jump.

```

350 IF X>170 AND X<185 THEN SC=SC+200:MS="SUPERB!!!!"
355 SC=SC+100:MS="GOOD" JUMP!
360 WS=INT(RND(1)*10):GOSUB1000:GOSUB1300:F=0:T
370 POKEW,B:POKEA,B:RETURN

```

URN
Increment accident count, man was electrocuted, start again.

400 GOSUB1200:PRINT"LECTROCUTED!!!":NM=NM-1:POKEV+21,0 STUNT MAN E
410 FORTM=1 TO 3000:NEXT:SC=SC-100
440 GOTO100

Increment accident count, man hit fence, if too many men dead.

```
450 MS="HIT THE FENCE!!":GOSUB1300:SC=SC-50
460 WS=INT(RND(1)*10):GOSUB1000:GOSUB1300:F=0:T=0:NW=NW+1
470 POKEW,0:POKEA,0:IFNW>2THEN700
480 RETURN
```

Add to accident count, check if man out of action.

```
500 MS="OUCH!! ^ ^ TRY AGAIN":GOSUB1300:SC=SC-30:NW=NW+1
510 WS=INT(RND(1)*10):GOSUB1000:GOSUB1300:F=0:T=0
540 POKEW,B:POKEA,B:IFNW>2THEN700
545 RETURN
```

Man is dead, clear screen, sprites off, print message and re-start.

```
550 GOSUB1200:PRINT" STUNT MAN DROWNED IN  
      SWAMP":POKEV+21,8  
555 PRINT" A LONG WAY FROM THE TARGET!!"  
560 FORTM=1TO3000:NEXT  
570 NM=NM-1  
580 GOTO100
```

Print terminating message, score and stop game.

```
600 POKE53280,0:POKE53281,0
605 PRINT" " " " " " "
AME OVER = :PRINT" " " " " " "
; " " " " " "
610 PRINT" " " " " " "
" ;SC
630 POKEV+21,0 :END
```



1=0	338=3953
10=3414	335=2265
20=3668	340=693
30=3708	345=143
35=1766	350=4613
40=1449	355=2590
50=2107	360=2883
60=973	370=924
100=1778	400=5251
102=866	410=2050
105=4268	440=525
107=5169	450=2827
110=5291	460=3810
112=5898	470=1686
114=3848	480=143
116=2429	500=4031
117=2540	510=2883
118=3580	540=1686
120=3878	545=143
122=3950	550=4358
123=5780	555=2428
124=6186	560=1122
126=5458	570=722
128=5921	580=525
130=3936	600=1170
132=2266	605=3071
134=8933	610=2170
136=1360	630=811
140=4888	700=5657
150=3125	710=2636
200=1762	720=525
202=2835	1000=821
203=3040	1002=1700
204=773	1005=3856
205=1817	1010=512
210=5492	1200=3033
212=2841	1220=3134
215=1485	1230=924
217=5294	1300=1308
220=772	1310=143
230=295	10000=4273
240=1520	10010=3996
250=911	10020=2828
260=2301	10030=1713
270=849	10100=4296
280=2302	10110=4174
290=909	10120=4002
300=852	10130=3455
310=4570	
320=3988	
325=1345	
	TOTAL = 264978

Print too many accidents and restart game.

```

700 PRINT" ACTION --:PRINT"
    IDENTS"
    POKEV+21,8:NM=NM-1:FORTM=1TO3000:NEXT
710
720
    STUNT   MAN   OUT   OF
    TOO   MANY   ACC

```

Print wind speed and score.

```

1000 PRINT" W W W W W W W W W W W W W W W W "
1002 FORI=1938TO1943:POKEI,32:NEXT
1005 PRINT" W W W W W W W W W W W W W W W W "
    SCI
1010 PRINT" W W W W W W W W W W W W W W W W "
    SCI
    PRINT" ";:RETURN

```

Print wind speed and score.

Flash screen and generate sound effects.

```

1208 FORI=15TO8STEP-1:POKE53281,I+80:POKE53280,I+80
1220 POKEV,I:POKEW,129:POKEA,15:POKEH,2+5*I:POKEL,280:NEXT
1230 .POKEW,8:POKEA,8:RETURN

```

Print message to user.

```

1300 PRINT" W W W W W W W W W W W W W W W W "
1310 RETURN
    "MS";" ";

```

Data for sprites and machine routine.

```

10000 DATA0,0,15,0,0,15,0,15,15,0,31,15,0,62,15,0,124,15,63,255,
    255,63,255,255
10010 DATA127,255,255,255,253,255,254,255,255,252,127,255,248,0,255,
    0,0,127,128
10020 DATA0,63,192,0,31,192,0,15,128,0,7,0,0,0,0,0,0,0,0,0,0,0,0,0,0
10030 DATA184,214,124,56,56,56,108,286
10100 DATA173,13,173
10110 DATA16,208,9,1,141,16,208,169,100,141,0,208,96,56,173,0,20
    1,5,176,13,173
10120 DATA16,208,201,252,144,8,173,16,208,41,254,141,16,208,96,23H,
    8,233,4,141,0
10130 DATA208,208,238,0,208,173,0,208,208,234,173,16,208,9,1,141,16,
    208,96

```

By Michael Mok

Beeglebug is a maze game with a difference. This is not your average geometric maze full of dots.

You are the Beeglebug, a mysterious jungle-dwelling creature. The object of the game is to collect all the blue blobs that are dotted at random around the screen.

Other jungle inhabitants are the beautiful but deadly giant mushrooms. Also watch out for the sides of the maze; these can strike down a Beeglebug in its prime.

Beeglebug can move very swiftly through the maze in pursuit of blue blobs. Sometimes too swiftly for its

own good – crashing into the killer sides of the maze. The secret is to line up the Beeglebug in a direction that you know is safe before setting off after a blob.

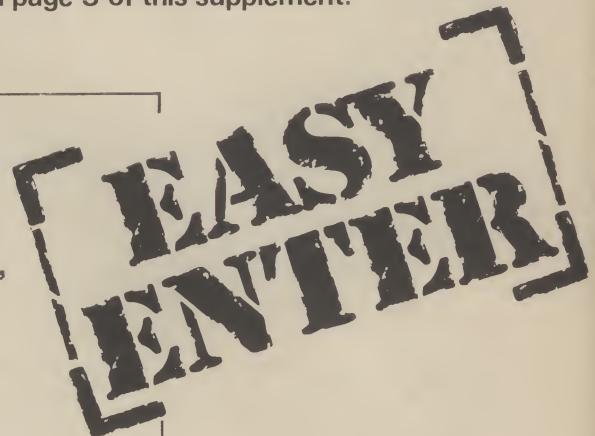
To move Beeglebug up press "J", down "space", left "N" and right "M".

Beeglebug has been listed using our Easy-Enter technique. Instructions on how this works can be found on page 3 of this supplement.

```

10 FORI=7168T07319:READA:POKEI,A:NEXT
20 FORZ=256T0263:POKE7168+Z,O:NEXT
30 POKE36879,8:PRINT "[CLS]"
32 DATA60,126,255,255,255,255,255,255,255,
255,255,255,255,255,126,60
34 DATA63,127,255,255,255,255,127,63,252,254,
255,255,255,254,252
40 DATA255,255,255,255,255,255,255,255
45 DATA24,60,60,126,126,255,255,255
50 DATA24,12,6,6,6,12,12,24,24,24,48,48,48,
24,24,24
55 DATA24,24,12,12,60,248,192,0,24,24,24,48,
56,31,7,0
60 DATA146,138,132,69,73,42,170,100,72,138,68,
52,8,200,37,30,132,66,74,132,88,33,34,220
65 DATA24,126,255,255,24,12,6,6,50,123,120,54,
111,255,246,96
70 DATA129,90,60,153,255,60,219,129,129,219,60,255,
153,60,90,129
75 DATA155,74,44,126,126,44,74,155,217,82,52,126,126,
52,82,217
90 PRINT "[WHT][2SPC]BEEGLEBUG [CYN]BY M. MOK"
100 PRINT "[2CD][YEL]PROCEED TO LOAD PART 2[GRN]"

```



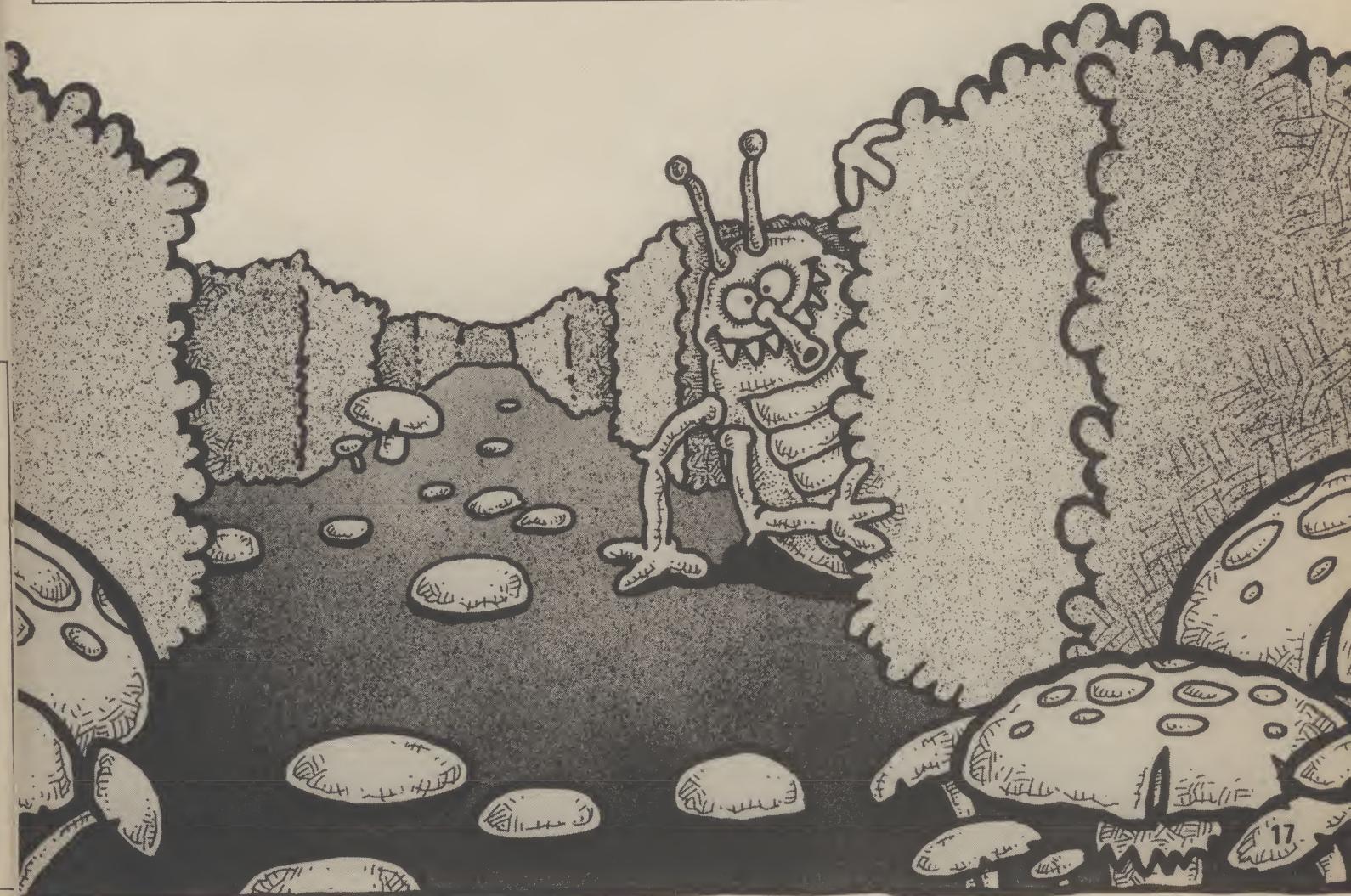
PART TWO

```

0 PRINT "[CLS]";:POKE36879,8:POKE36869,255
2 PRINT "[4CD][REV][WHT] BEEGLEBUG [GRN]- BY M. MOK"
3 PRINT "[4CD][REV] [YEL]S [CYN]UP[2SPC][YEL]X [CYN]DOWN[2SPC][YEL]< [CYN]LEFT[2SPC][CD][6SPC][YEL]> [CYN]RIGHT"
4 GOTO602
5 SC=0:L=3:Q=3:NU=10:Q=2:R0=1:BL=20000
6 CF=INT(RND(1)*3)+4:IFCF=5THEN6
10 B=7910:C=0:G=15
20 POKE36878,15:S0=36875
60 PRINT "[RED]BDDDDDDDDDDDDDDDDDDDDDC";
62 PRINT "@ A[5SPC]D D[8SPC]D @";
64 PRINT "D[3SPC][GRN]J K[YEL]L[RED]A D[GRN]J [RED]BDDC [PUR]E[RED]D D";
66 PRINT "D [CYN]E [WHT]G [RED]BDC B[CL]A@[4SPC]@ [YEL]G[RED]D D";
68 PRINT "D [YEL]I[RED]BC[6SPC]A @[BLU]E [RED]D [YEL]F[RED]A D";
70 PRINT "D[3SPC]@[GRN]E [RED]BDC[3SPC]A[WHT]G [RED]D BC D";
72 PRINT "D [YEL]J [RED]D[WHT]G [RED]@ @[CYN]E [RED]BDC A[4SPC]D";
74 PRINT "D [WHT]F [RED]A[WHT]H [RED]A D[WHT]F [RED]@[5SPC][GRN]K [BLU]E[RED]D";
76 PRINT "D [WHT]G [RED]BC[3SPC]D[WHT]H [RED]D[PUR]E [RED]BDDC [YEL]F[RED]D";
78 PRINT "D @[4SPC][GRN]L [RED]D[2SPC]A[WHT]G[3SPC][RED]@[2SPC][YEL]G[RED]D";

```

```
80 PRINT"D D [GRN]J [RED]BC A BC[WHT]H [GRN]K [RED]D [GRN]J[YEL]I[RED]D";
82 PRINT"D DDC [BLU]E[RED]@[3SPC]@[3SPC][YEL]F [RED]A BDD";
84 PRINT"D D[3SPC][WHT]I[RED]A [GRN]K [RED]A [YEL]J[RED]@[YEL]H[5SPC][RED]D";
86 PRINT"DCD [GRN]L[4SPC][RED]@[3SPC][WHT]I[RED]D[2SPC][GRN]J [YEL]K [RED]D";
88 PRINT"D A BC [YEL]K [RED]D[GRN]K [RED]BCD [PUR]E[RED]@BC D";
90 PRINT"D[3SPC]@[2SPC]@ D[WHT]H[3SPC][RED]D [YEL]I[RED]A @ D";
92 PRINT"D [GRN]E [RED]D [CYN]E[RED]D A[2SPC][YEL]K [RED]A BC D D";
94 PRINT"D [WHT]F [RED]A [YEL]G[RED]DBC BC[6SPC]A D";
96 PRINT"D [WHT]I[RED]BC [YEL]I[RED]A[4SPC]BC BDC[3SPC]D";
98 PRINT"D[6SPC]BC [PUR]E[2SPC][RED]@[3SPC]BC[GRN]E [RED]D";
100 PRINT"D[YEL]L [RED]BDC[4SPC][WHT]F[BLU]E [RED]ABC[2SPC]@[WHT]F [RED]D";
102 PRINT"A[WHT]H[5SPC][GRN]K[YEL]J[GRN]L[YEL]G[WHT]G[5SPC][YEL]K[RED]D[WHT]H [R
ED]A";
104 PRINT"BDDDDDDDDDDDDDDDDDDDDCL][DEF]D";
108 FORT=1TONU
110 U=INT(RND(1)*483)+7701:IFPEEK(U)<>320RU=7910THEN110
112 POKEU,14:POKEU+30720,CF
115 NEXT
120 V=PEEK(197)
122 D=0
123 IFSC>=BLTHENBL=BL+20000:L=L+1:GOTO700
125 IFV=41THENNC=1:G=15
130 IFV=26THENNC=2:G=16
```



```

135 IFV=29THENC=3:G=17
140 IFV=37THENC=4:G=18
145 IFC=OTHEN210
150 IFC=1ANDPEEK (B-22) >4THENB=B-22:POKEB+22,32:D=220
155 IFC=2ANDPEEK (B+22) >4THENB=B+22:POKEB-22,32:D=205
160 IFC=3ANDPEEK (B-1) >4THENB=B-1:POKEB+1,32:D=215
165 IFC=4ANDPEEK (B+1) >4THENB=B+1:POKEB-1,32:D=210
200 IFPEEK (B)=14THEN250
205 IFPEEK (B)>4ANDPEEK (B)<15THEN300
208 POKESO,D
210 POKEB+30720,1:POKEB,G
212 POKESO,0
220 GOT0120
250 POKEB,G:POKEB+30720,1
255 FORT=150TO255STEP3:POKESO+1,T:POKESO+1,O:NEXT
260 SC=SC+INT(RND(1)*500)+500
270 NU=NU-1:IFNU=0THEN500
280 GOT0120
300 L=L-1

```

```

301 PRINT "[CLS][REV][GRN][5SPC][4CD]SCORE:[WHT]"SC
302 PRINT "[3CD][REV][CYN][2SPC]BEEGLEBUGS LEFT:[WHT]"L
305 FORT=1TO110:POKESO+1,240-T:POKESO+1,O:NEXT
310 IFL=OTHEN600
315 FORT=1TO1000:NEXT
320 GOT010
500 NU=10:Q=Q+3
505 PRINT "[CLS][4CD][CYN][REV][6SPC]WELL DONE!"
510 PRINT "[5CD][REV][PUR][3SPC]ROUND[WHT]"RO"[WHT]"[RED]COMPLETE"
511 BO=2000*(INT(RND(1)*4)+1)
512 PRINT "[4CD][REV][GRN][6SPC]BONUS[YEL]"BO
514 SC=SC+BO
516 CF=INT(RND(1)*3)+4:IFCF=5THEN516
520 FORT=1TO30
525 FORI=160TO240STEP8:POKESO,I:POKESO,O:NEXT:NEXT:RO=RO+1
540 GOT0301
600 PRINT "[4CD][YEL][REV][6SPC]GAME[2SPC]OVER"
602 PRINT "[4CD][REV][PUR][6SPC]F1 - [RED]START"
608 FORT=15TO4STEP-.6
609 POKESO+3,T
610 FORA=230TO180STEP-7:POKESO,A:POKESO+1,A:POKESO,O:POKESO+1,O:NEXT:NEXT
620 GETA$:IFA$=""THEN620
630 IFA$="[F1]"THENS
640 GOT0620
700 FORT=1TO10:FORS=240TO250STEP.7:POKESO,S:POKESO,O:NEXT:NEXT
710 GOT0120

```



BANK RAID

CBM
64

Scar Face and Fingers thought it would be an easy job. What could go wrong? Nice isolated branch of City Bank, safes stuffed with cash and jewels, fast get-away van — like stealing candy from kids.

Like all heists that supposedly can't go wrong, this one goes wrong. Scar Face and Fingers had over-looked one thing. The Commodore Commandos were in town. Yep — that's you.

As the villains appear at the windows of the bank you must get them in your telescopic sights and pick them off — one by one. The talking is over — it's you against the bad guys.

If you don't shoot quickly enough the get-away van pulls up beside the bank and some of the cash is spirited away.

The game has several difficulty levels — that effect the number of villains holed up in the bank.

The game requires a joystick and full instructions are given at the beginning of the game.

The Bankersville Raid has been listed with our Easy-Enter technique to make it simple for you to enter. Instructions on how this works can be found on page 3 of this supplement.

```
5 POKE650,128
10 REM ++SPRITES++
20 V=53248
40 POKE2042,13:POKE2043,14
50 FORG=0TO62:READQ:POKE832+G,Q:NEXT
60 FORG=0TO62:READQ:POKE896+G,Q:NEXT
69 REM++READ IN DATA FOR ROBBERS POSITIONS++
70 DIMF(20),X(20)
80 FORG=1TO16
90 READF(G),X(G)
100 NEXTG
110 CMN=40:HMN=30:BK=1
120 BR=0:MN=0
130 SS=13:A=100:D=120
135 GOSUB7000
140 PRINT "[CLS]"
150 PRINT "[HOM][BLU][11CD][6CR]THIEVES TO CATCH=";CMN
160 FORG=0TO1000:NEXT
170 GOSUB2000
180 PRINT "[HOM][BLU][21CD][21CR]HIGH REWARD= ";HRW
185 PRINT "[HOM][BLU][21CD]BANK=";BK
190 W=INT(RND(1)*15)+1
199 REM ++MAIN ROUTINE++
200 POKEV+30,0:POKEV+6,F(W):POKEV+7,X(W)
210 POKEV+4,A:POKEV+5,D
220 J=PEEK(56321)
230 IFJ=247 THENA=A+SS
240 IFJ=251 THENA=A-SS
250 IFJ=254 THEND=D-SS
260 IFJ=253 THEND=D+SS
270 IFJ=239THEN500
280 IFTI#=A$THENGOTO4000
290 GOSUB1000
300 GOTO200
500 GOSUB9000
530 P=PEEK(V+30):IFP<>12THEN280
560 MN=MN+1:PRINT "[HOM][BLU][9CD][25CR]CROOKS HIT=";MN
570 IFMN#=HMNTHENA$="#000001":POKEV+42,2:SS=10
580 TI$="#000000"
590 GOTO190
1000 REM ++CHECK UP++
1010 IF A<20 THENA=20
1020 IF A>=230 THENA=230
1030 IF D>200 THEND=200
1040 IF D<40 THEND=40
1050 IFMN=CMNTHENPOKEV+21,0:GOTO5000
1060 RETURN
2000 PRINT "[CLS]":PRINT "[BLU][G]N][23G(Y)[G]M] "
2010 PRINT "[BLU][G]H][7SPC]CITY BANK[7SPC][G]N] "
2020 PRINT "[BLU][G]H][G]>O][G<Y][G>P][G]>O][G<Y][G>P][2SPC][G>O][G<Y][G>P][2SPC]
[G]>O][G<Y][G>P][G]>O][G<Y][G>P][G]>N] "
2030 PRINT "[BLU][G]H][G]>H][G]>N][G]>H][G]>N][2SPC][G]>H][G]>N][2SPC][G]>H][G]>N]
[G]>H][G]>N] "
2040 PRINT "[BLU][G]H][G]>L][G]>P][G]>@][G]>L][G]>P][G]>@][2SPC][G]>L][G]>P][G]>@][2SPC]
[G]>L][G]>P][G]>@][G]>L][G]>P][G]>@][G]>N] "
2050 PRINT "[BLU][G]H][23SPC][G]>N] "
2060 PRINT "[BLU][G]H][G]>O][G<Y][G>P][G]>O][G<Y][G>P][2SPC][G]>O][G<Y][G>P][2SPC]
[G]>O][G<Y][G>P][G]>O][G<Y][G>P][G]>N] "
2070 PRINT "[BLU][G]H][G]>H][G]>N][G]>H][G]>N][2SPC][G]>H][G]>N][2SPC][G]>H][G]>N]
[G]>H][G]>N] "
2080 PRINT "[BLU][G]H][G]>P][G]>@][G]>L][G]>P][G]>@][2SPC][G]>L][G]>P][G]>@][2SPC]
[G]>L][G]>P][G]>@][G]>L][G]>P][G]>@][G]>N] "
2090 PRINT "[BLU][G]H][23SPC][G]>N] "
```

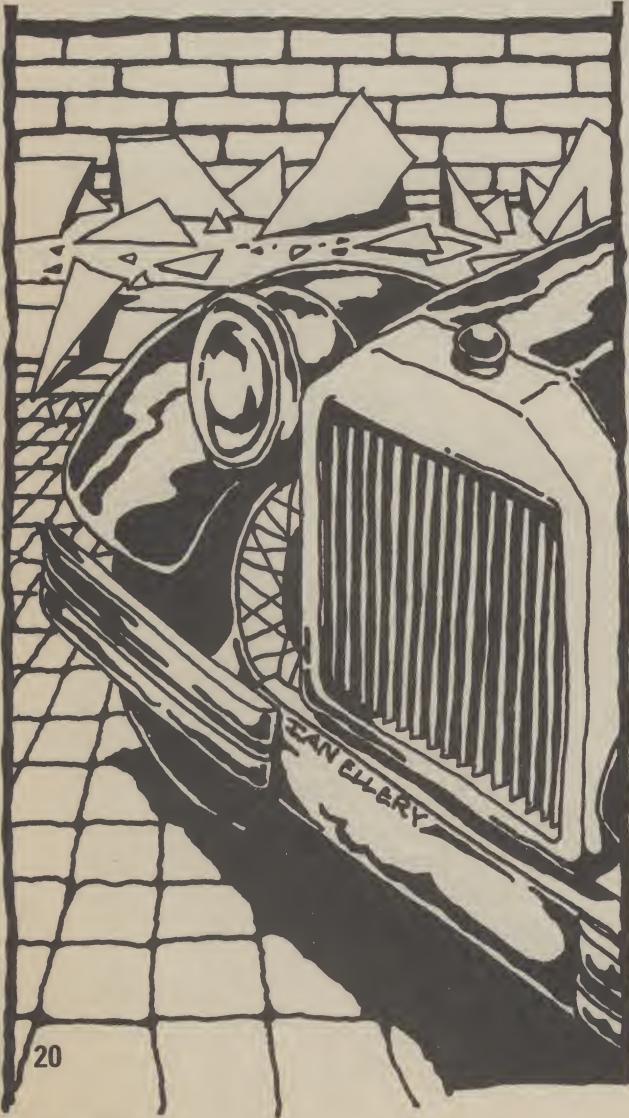
EASY
ENTER



```

2100 PRINT "[BLU][G<H] [G>O][G<Y][G>P] [G>O][G<Y][G>P] [G>O][3G<Y][G>P] [G>O][G<Y]
[G>P] [G>O][G<Y][G>P] [G<N] "
2110 PRINT "[BLU][G<H] [G<H] [G<N] [G<H] [G<N] [G<H][3SPC][G<N] [G<H] [G<N] [G<H]
[G<N] "
2120 PRINT "[BLU][G<H] [G>L][G<P][G>@] [G>L][G<P][G>@] [G<H][3SPC][G<N] [G<H] [G<N] [G<H]
[G>@] [G>L][G<P][G>@] [G<N] "
2130 PRINT "[BLU][G<H][9SPC][G<H][3SPC][G<N][9SPC][G<N] "
2150 PRINT "[BLU][25G<+]"
2160 PRINT "[BLU][25G<+]"
2170 PRINT "[BLU][G>L][23G<P][G>@] "
2180 PRINT "[BLU][2G<+][3G>B][15G<+][3G>B][2G<+]"
2190 PRINT "[BLU][2G<+][3G>B][15G<+][3G>B][2G<+]"
2200 PRINT "[BLU][25G<+]"
2210 POKE53280,14:POKE53281,1
2220 POKEV+41,6:POKEV+42,5
2230 POKEV+21,12
2240 TI$="000000":A$="000002"
2900 RETURN
4000 BR=BR+10:PRINT "[HOM][CD][BLU][10CD][25CR]STOLEN BARS";BR
4010 IFBR=1000THEN6000
4030 TI$="000000"
4040 GOTO190
5000 REM ++ROBBERS CAUGHT++
5005 RW=(1000-BR)*10
5007 FORG=1TO 500:NEXT
5010 PRINT "[CLS]":PRINT "[BLU] CONGRATULATIONS....YOU HIT ALL THE ":PRINT
5020 PRINT "[BLU] ROBBERS WITH THEM ONLY STEALING ";BR:PRINT
5030 PRINT "[BLU] GOLD BARS.FOR THIS THE BANK HAS ":PRINT
5040 PRINT "[BLU] GIVEN YOU A \";RW;"REWARD":PRINT
5050 PRINT "[BLU][11CR]WELL DONE"
5055 PRINT "[BLU][CD][CR]THERE'S BEEN ANOTHER GOLD ROBBERY"
5065 PRINT "[BLU][CD][CR]PRESS 'F1'"
5070 GOSUB7500
5075 GOTO8000
5080 END

```



```

6000 REM++GOLD STOLEN++
6001 POKE53281,1
6005 PRINT "[CLS]":POKEV+21,0
6010 PRINT "[BLU][15CR]GAME OVER"
6030 PRINT "[BLU][15CR][9G<T]"
6040 PRINT
6045 PRINT "[BLU][CR]THE CROOKS GOT AWAY WITH THE GOLD":PRINT
6050 PRINT "[BLU][CR]YOU EARNED \";HRW;"IN REWARDS":PRINT
6055 PRINT "[BLU][CR]YOU REACHED BANK";BK
6060 PRINT "[BLU][CD][CR]WANT TO PLAY AGAIN(Y/N)?""
6070 GETB$:IFB$="Y"THENRUN
6080 IFB$="N"THENEND
6090 GOTO6070
7000 REM **INSTRUCTIONS**
7010 PRINT "[CLS]"
7020 POKE53280,1:POKE53281,1
7030 PRINT "[BLU][10CR]INSTRUCTIONS":PRINT "[BLU][10CR][12G<Y]"
7040 PRINT "[BLU][2CR]BANKERSVILLE WAS A QUIET TOWN UNTIL"
7050 PRINT "[BLU]EACH OF IT'S BANK RECEIVED A 1000 BARS"
7060 PRINT "[BLU]OF GOLD AND THE CRIME MEDIA FOUND OUT."
7070 PRINT "[BLU]NOW, THE TOWN IS FULL OF ROBBERS, WHO IN"
7080 PRINT "[BLU]TURN ARE ROBBING EACH OF THE BANKS."
7090 PRINT "[BLU][4CR]YOU HAVE BEEN EMPLOYED BY THE TOWN"
7100 PRINT "[BLU]TO SHOOT THE ROBBERS AT EACH BANK AS"
7110 PRINT "[BLU]THEY APPEAR AT THE BANK'S WINDOWS IN"
7120 PRINT "[BLU]IT'S VAULTS. HOWEVER YOU ONLY HAVE THE"
7130 PRINT "[BLU]TIME IT TAKES THEM TO PUT 10 GOLD BARS"
7140 PRINT "[BLU]INTO THEIR BAGS. IF YOU DO NOT SHOOT"
7150 PRINT "[BLU]THEM BY THEN, THEY EMPTY THE GOLD INTO"
7160 PRINT "[BLU]THEIR TRUCK AT THE REAR OF THE BANK"
7170 PRINT "[BLU]AND COME BACK FOR MORE. IF THEY STEAL"
7180 PRINT "[BLU]ALL THE 1000 BARS FROM THE BANK, THEY"
7190 PRINT "[BLU]MAKE OFF WITH THE GOLD AND YOU'RE"
7200 PRINT "[BLU]FIRED. IF YOU SHOOT THE ROBBERS BEFORE"
7210 PRINT "[BLU]THEY STEAL ALL THE GOLD, YOU GET A"
7230 PRINT "[BLU]REWARD. THE AMOUNT DEPENDS ON HOW MUCH"
7240 PRINT "[BLU]GOLD THE LORRY DRIVER DID NOT GET AWAY"
7250 PRINT "[BLU]WITH. [RED]PRESS 'F1' TO CONTINUE":GOSUB7500
7260 PRINT "[CLS][CD]THE LESS, THE HIGHER THE REWARD. YOU"
7270 PRINT "[BLU]THEN GO ONTO A NEW BANK, WHICH IS"
7280 PRINT "[BLU]HAS MORE ROBBERS THAN THE OTHER."
7290 PRINT "[BLU][CD][3CR]BEWARE... WHEN THE ROBBERS TURN RED"
7300 PRINT "[BLU]THEY ARE[RED] ANGRY AND[BLU] MUCH HARDER TO"
7310 PRINT "[BLU]SHOOT"
7320 PRINT "[BLU][CD][2CR]THE OBJECT OF THE GAME IS TO GUARD"
7330 PRINT "[BLU]AS MANY BANKS AS YOU CAN, BUILDING UP"
7340 PRINT "[BLU]A HIGH REWARD AS POSSIBLE, BEFORE YOU"
7350 PRINT "[BLU]ARE FIRED...."
7355 PRINT "[CD][2CR][BLU]MANOUVER YOUR GUNSIGHT WITH JOYSTICK"
7357 PRINT "[BLU]FIRE WHEN OVER ROBBER"
7358 PRINT "[BLU][CD][CR]PLACE JOYSTICK IN PORT '1'"
```

```

7360 PRINT "[RED][CD][CR]PRESS 'F1' TO BEGIN GAME...GOOD LUCK":GOSUB7500
7370 RETURN
7490 END
7500 GETBS:IFB$="[F1]"THENRETURN
7510 GOTO7500
7900 END
8000 REM++NEW BANK++
8010 SS=13:MN=0:BR=0
8020 HMN=HMN-5:CMN=CMN+2:BK=BK+1:HRW=PRW+RW:PRW=HRW
8030 IF HMN<0THENHMN=0
8040 PRINT "[CLS]"
8050 GOTO140
8999 REM ++SOUNDS++
9000 VL=54296:WA=54276:AT=54277:H=54272:L=54273
9010 FORG=15TO10STEP-1:POKEVL,G:POKEWA,33:POKEAT,8:POKEH,1:POKEL,18:NEXT
9050 POKEWA,0:POKEAT,0:POKEL,0
9080 RETURN
10000 REM ++DATA FOR CROSS++
10030 DATA0,24,0,0,60,0,0,126,0,0,126,0,0,126,0,0,126,0,0,255,255,255
10040 DATA255,255,255,255,255,255,255,255,255,255
10045 DATA255,255,255,0,126,0,0,126,0,0,126,0
10050 DATA0,126,0,0,126,0,0,60,0,0,24,0
10060 DATA0,0,0,0,0,0
10065 REM++ROBBER DATA++
10070 DATA0,126,0,0,255,0,0,0,0,31,255,248,0,255,128,0,255,192,1,255,192
10080 DATA3,255,192,3,255,192,1,255,128,0,127,128,0,127,0,1,255,0
10090 DATA1,255,0,1,255,0,0,31,0,0,15,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
10099 REM ++DATA FOR ROBBERS POSITIONS++
10100 DATA37,193,181,193
10110 DATA40,143,72,143,152,143,184,143
10120 DATA40,111,72,111,112,111,152,111,184,111
10130 DATA40,79,72,79,112,79,152,79,184,79

```



```

0 PRINTCHR$(142);CHR$(8)
1 POKE53280,0:POKE53281,0:POKE56,100:POKE55,0:POKE52,100:POKE51,0:CLR
2 FORZ=0TO4
3 FORZ=1TO63:READX:POKE12799+(ZZ*64)+Z,X:NEXTZ,ZZ
4 LV=1:Q1=0
5 FORZ=54272TO54272+28:POKEZ,0:NEXT
10 PRINT":CLS":GOSUB1200
20 GOSUB1095
21 GOSUB1000
22 GOSUB1050
23 GOSUB1060
25 IFLV<4THENFORZ=1TO200-LV*50:NEXT
26 SU=0:GOTO1120
27 SU=1:GOTO1165
30 END
1000 PRINT":CLS":[9CD][13SPC][L BLU] [REV][G]\] [OFF][G]\] [CYN][G\G]
1001 PRINT":14SPC][G\G][G\G"
1002 PRINT":11SPC][L BLU] [REV][G]\] [OFF][G]\] [CYN][G\G][REV][L BLU][G]\] [OFF]
[G]\] [CYN][G\G"
1003 PRINT":12SPC][G\G][G\G] [2G\G][G\G] "
1004 PRINT":9SPC][L BLU] [REV][G]\] [OFF][G]\] [CYN][G\G][REV][L BLU][G]\] [OFF]
[G]\] [CYN][G\G][REV][L BLU][G]\] [OFF][G]\] [CYN][G\G"
1005 PRINT":10SPC][G\G][G\G] [2G\G][G\G][G\G] "
1006 PRINT":7SPC][L BLU] [REV][G]\] [OFF][G]\] [CYN][G\G][REV][L BLU][G]\] [OFF]
[G]\] [CYN][G\G][REV][L BLU][G]\] [OFF][G]\] [CYN][G\G][REV][L BLU][G]\] [OFF][G]\]
[CYN][G\G"
1007 PRINT":8SPC][G\G][G\G] [2G\G][G\G] [2G\G][G\G] "
1008 PRINT":5SPC][L BLU] [REV][G]\] [OFF][G]\] [CYN][G\G][REV][L BLU][G]\] [OFF]
[G]\] [CYN][G\G][REV][L BLU][G]\] [OFF][G]\] [CYN][G\G][REV][L BLU][G]\] [OFF][G]\]
[CYN][G\G][REV][L BLU][G]\] [OFF][G]\] [CYN][G\G"
1009 PRINT":6SPC][G\G][G\G][G\G] "
1010 PRINT":4SPC][L BLU] [REV][G]\] [OFF][G]\] [CYN][G\G][REV][L BLU][G]\] [OFF][G]
[G]\] [CYN][G\G][REV][L BLU][G]\] [OFF][G]\] [CYN][G\G][REV][L BLU][G]\] [OFF][G]\] [CYN]
[G\G]"
1011 PRINT":4SPC][G\G][G\G] [2G\G][G\G] [2G\G][G\G][G\G] "
1012 PRINT":4SPC][G\G] [G>Q][G>N] [G>L][G>@][G>N][G>SPC][G>L][G>@][G>N][G>SPC][G>
L][G>@][G>N][G>SPC][G>L][G>@][G>N] [G>L][G>@][G>N] "
1015 Q1=0:POKEV+23,0:POKEV+29,0
1020 POKEV+21,PEEK(V+21)OR8:POKEV+21,PEEK(V+21)OR16
1040 RETURN
1050 FORZ=0TO15:POKEV+Z,SG(Z):NEXT:QJ=0
1055 FORZ=3TO107:POKE$0+14,AB:POKE$0+15,Z:POKEV+1,Z:FORZ=1TO10:NEXTZZ,Z
1057 POKE$0+14,0:POKE$0+15,0:RETURN
1060 PRINT":HOM][CD][WHT][3SPC]SCORE:[BSPC]HIGH SCORE:[5SPC]"
1070 PRINT":HOM][4CD][19CR]CHANGE TO :[L GRN] [REV][G]\] [OFF][G]\] [CYN][G\H]"
1075 PRINT":HOM][5CD][1CR]G\HIG<NJ [G\H]"
1080 PRINT":HOM][6CD][30CR] [G>L][G>@][G>N]"
1085 PRINT":HOM][CD][9CR]"&C:PRINT":HOM][CD][28CR]"&HS"[10CD]"
1090 RETURN
1095 FORZ=0TO15:POKEV+Z,SP(Z):NEXT:POKEV+29,1:POKEV+23,1
1096 POKEV+21,255:&C=0
1100 PRINT":CLS":[3CD][11CR][REV][L RED][G]\] [2SPC][G\*][OFF] [CYN]* [WHT][G>0][G
[G]>M] [G>0][2GY] [G>0][GY][G>M] [G>Y][P]@0[JG<Y]"
1101 PRINT":11CR][REV][L RED] [OFF][2SPC][REV] [OFF] [WHT][2SPC][G\H] [G>N] [G\H]
[3SPC][G\H] [G>N][2SPC][G\N][G\H]"
1102 PRINT":11CR][REV][L RED] [OFF][2SPC][REV] [OFF] [WHT][2SPC][G>L][G>P][G>N]
[G>L][G>P][2SPC][G>L][G>P][2SPC][G\N][G\H]"
1103 PRINT":11CR][REV][L RED] [OFF][2SPC][REV] [OFF] [WHT][3SPC][G\H] [G>M] [G\H]
[3SPC][G\H][G>M][3SPC][G\N][G\H]"
1105 PRINT":11CR][REV][L RED] [OFF][G\*][REV] [OFF] [WHT][2SPC][G\H] [G>N] [G\H]
[3SPC][G\H] [G>M][2SPC][G\N][G\H]"
1106 PRINT":11CR][RED][G\*][REV][2SPC][OFF][G]\] [REV][G\*][OFF] [WHT][2SPC][G>L]
[G>P][G>N] [G>L][2G>P] [G>H] [G>N][2SPC][G\N][G\H]"
1107 PRINT":3CD][15CR][RED]INSTRUCTIONS"
1108 PRINT":15CR]-----";PRINT" [CYN]GUIDE [YEL]Q*BERT [CYN]AROUND THE SCR
EEN";
1109 PRINT":RED] (USING AJOYSTICK IN PORT[2SPC]2 )[2SPC][CYN]AND[2SPC]PAINT[2SPC
]THE"
1110 PRINT"PYRAMID. BEWARE OF[YEL] COILY THE SNAKE[CYN] AND"
1111 PRINT"THE [YEL]DEATH BALL .... [RED]CONTACT WITH THESE"
1112 PRINT"MEANS[2SPC]CERTAIN[2SPC]DEATH .[CYN]"
1113 PRINT":2SPC]ALSO BE[2SPC]CAREFUL NOT TO JUMP OFF THE "
1114 PRINT"PYRAMID, EXCEPT TO THE DISCS WHICH WILL"
1115 PRINT" MAGICALLY[2SPC]TELEPORT YOU BACK TO THE TOP"
1116 PRINT"OF THE[2SPC]PYRAMID AND THEN[2SPC]DISAPPEAR ."
1117 PRINT":BSPC][REV][L GRN] MOVE JOYSTICK TO START [OFF]"
1118 WAIT56464,31,31
1119 RETURN
1120 J=PEEK(56464):IF(J&ND10)=0THENPOKEV,PEEK(V)+16:POKEV+1,PEEK(V+1)+16
1125 IF(J&ND9)=0THENPOKEV,PEEK(V)+16:POKEV+1,PEEK(V+1)-16
1130 IF(J&ND6)=0THENPOKEV,PEEK(V)-16:POKEV+1,PEEK(V+1)+16
1135 IF(J&ND5)=0THENPOKEV,PEEK(V)-16:POKEV+1,PEEK(V+1)-16
1140 QJ=QJ+1:GOSUB2000:GOTO2050
1150 QY=PEEK(V+1):QX=PEEK(V):QY=(QY-27)*5:QX=(QX-8)/8:QQ=QX+QY+983
1160 IFPEEK(QQ)<>160THEN1300
1162 Q1=Q1+1:GOSUB2100:GOTO2250
1165 QC=QQ+54272:I1=PEEK(QC):IFI1<>254ANDSU=1THEN25

```

Boin, boing, boing – I'm back! If you thought Commodore Users were going to slip through a Games Extra without me dropping into the action then you'd better forget it.

I'm Q-bert – and my game involves hopping from square to square on a pyramid to change the colours – as if you didn't know. There are a couple of pesky nuisances who attempt to stop me going about my business – namely a rattle snake and a bouncing ball. When these two are after you the only way to escape is to hop on to the spinning disks that flank the pyramid.

The game requires a joystick and includes full instructions. Boin, boing, boing – hop to it!

Q-bert has been listed with our Easy-Enter technique to make it simple for you to enter. Instructions on how this works can be found on page 3 of this supplement.



**EAST
ENTER**



```

1166 IFI1<>254ANDSU=OTHEN27
1167 POKESO+7,56:POKESO+8,27:FORZ=1TO30:NEXT:POKESO+7,0:POKESO+8,0
1170 POKEQC-1,13:POKEQC,13:POKEQC+1,13:TC=TC+1:SC=SC+100:GOSUB1085
1180 IFTC=21THENTC=0:QJ=0:Q1=0:LV=LV+1:GOTO21
1190 IFSU=1THEN25
1191 IFSU=0THEN27
1200 SO=54272:POKESO+5,96:POKESO+6,65:POKESO+12,255:POKESO+13,96:POKESO+19,255:P
OKESO+20,96
1210 POKESO+4,33:POKESO+11,129:POKESO+18,17:POKESO+24,15
1230 V=53248:POKEV+21,255:POKEV+26,255
1240 POKE2040,200:POKE2041,202:POKE2042,203:POKE2043,204:POKE2044,204
1241 POKE2045,201:POKE2046,200:POKE2047,200
1245 POKEV+16,192:POKEV+23,1:POKEV+29,1:POKEV+37,1:POKEV+38,0:POKEV+44,4
1250 POKEV+39,10:POKEV+41,9:POKEV+42,7:POKEV+43,7:POKEV+45,10:POKEV+46,10
1260 DIMSP(15):FORZ=0TO15:READA:SP(Z)=A:NEXT
1265 DIMSG(15):FORZ=0TO15:READA:SG(Z)=A:NEXT
1270 RETURN
1300 FF=0:FORZ=1TO20:FF=PEEK(V+30):IF FF=9THEN1400
1305 IF FF=17 THEN 1400
1306 NEXT
1310 XB=PEEK(V)-20:YB=PEEK(V+1)-20:POKEV+2,XB:POKEV+3,YB:FORZ=1TO100
1320 POKESO,169:POKESO+1,72:NEXT:POKESO,0:POKESO+1,0
1330 POKEV+2,0:POKEV+3,150
1340 FORZ=PEEK(V+1)TO254:POKESO+14,Z:POKESO+15,255-Z:POKEV+1,Z:NEXT
1345 POKESO+14,0:POKESO+15,0:VR=PEEK(V+30)
1350 IFPEEK(V+21)>128THENPOKEV+21,PEEK(V+21)AND(255-128):Q1=0:GOTO22
1360 IFPEEK(V+21)>64THENPOKEV+21,PEEK(V+21)AND(255-64):Q1=0:GOTO22
1370 IFSC>HSTHENHS=SC
1380 Q1=0:QJ=0:LV=1:TC=0:FORT=1TO1000:NEXT:GOTO20
1400 IF FF=9THENPOKEV+21,PEEK(V+21)AND(255-8)
1405 IF FF=17THENPOKEV+21,PEEK(V+21)AND(255-16)
1410 POKEV,136:POKEV+1,107
1415 FORZ=1TO20:POKEV+21,PEEK(V+21)-1:FORZZ=1TO5:NEXT:POKEV+21,PEEK(V+21)+1:NEXT
1420 VR=PEEK(V+30):FF=0:GOTO25
2000 IFLV=2THEN RETURN
2001 IFQJ<7THEN RETURN
2005 IFQJ=7THENPOKEV+4,136:POKEV+5,107:FORZ=1TO10:POKEV+21,PEEK(V+21)AND(255-4)
2010 IFQJ=7THENFORZZ=1TO10:NEXT:POKEV+21,PEEK(V+21)OR4:NEXT:RETURN
2015 BD=RND(1):IFBD=.5THENPOKEV+4,PEEK(V+4)+16:POKEV+5,PEEK(V+5)+16:GOTO2025
2020 POKEV+4,PEEK(V+4)-16:POKEV+5,PEEK(V+5)+16
2025 IFPEEK(V+3)>190THENQJ=0:FORZ=PEEK(V+5)TO250:POKEV+5,Z:NEXT
2030 RETURN
2050 FORZ=1TO3:FF=PEEK(V+30):IF FF=5THEN1310
2060 NEXT:GOTO1150
2100 IFLV=1THENRETURN
2110 IFQ1<10THENRETURN
2120 IFQ1=10THEN:POKEV+10,136:POKEV+11,107
2130 IFQ1=10THEN:FORZ=1TO10:POKEV+21,PEEK(V+21)AND223:FORZZ=1TO5:NEXT
2140 IFQ1=10THENPOKEV+21,PEEK(V+21)OR32:NEXT
2150 SM(0)=PEEK(V):SM(1)=PEEK(V+1):SM(2)=PEEK(V+10):SM(3)=PEEK(V+11)
2160 IFSM(1)<=SM(3)THENPOKEV+11,PEEK(V+11)-16
2170 IFSM(1)>SM(3)THENPOKEV+11,PEEK(V+11)+16
2180 IFSM(0)<=SM(2)THENPOKEV+10,PEEK(V+10)+16
2190 IFSM(0)>SM(2)THENPOKEV+10,PEEK(V+10)+16
2195 RETURN
2250 FORZ=1TO3:FF=PEEK(V+30):IF FF=33THEN1310
2260 NEXT:GOTO1165

```

DATA

```

10000 REM***QBERT***
10001 DATA0,42,0,0,170,128,0
10002 DATA153,128,0,187,128,0,170
10003 DATA128,0,234,128,0,171,128
10004 DATA2,174,128,3,186,128,2
10005 DATA234,128,0,170,128,0,42
10006 DATA0,0,34,0,0,34,0
10007 DATA0,34,0,0,162,0,0
10008 DATA138,0,0,0,0,0,0
10009 DATA0,0,0,0,0,0,0
10010 REM***SNAKE (COILY) ***
10011 DATA0,17,0,0,51,0,0
10012 DATA170,128,0,170,128,0,138
10013 DATA0,2,128,0,10,0,0
10014 DATA10,0,0,10,0,0,2
10015 DATA168,0,0,10,0,0,10
10016 DATA0,0,10,0,0,8,0
10017 DATA0,160,0,2,0,0,10
10018 DATA0,0,10,32,0,10,8
10019 DATA0,2,10,0,0,168,0
10020 REM***SPEECH BUBBLE***
10021 DATA21,85,84,85,85,85,85
10022 DATA85,85,85,117,85,85,117
10023 DATA85,87,87,117,93,215,117
10024 DATA93,215,117,85,223,117,87
10025 DATA221,117,87,93,117,87,93
10026 DATA117,85,125,85,87,119,117

```

```

10027 DATA87,119,117,85,85,85,85
10028 DATA85,85,21,85,84,0,5
10029 DATA0,0,1,0,0,0,0,64
10030 REM***BALL ***
10031 DATA0,0,0,0,0,0,0
10032 DATA0,0,0,0,0,0,0
10033 DATA0,0,0,0,0,0,0
10034 DATA0,165,128,2,169,160,2
10035 DATA169,96,2,170,96,160,2
10036 DATA104,10,170,104,10,170,104
10037 DATA10,170,168,10,170,170,104
10038 DATA170,160,2,170,160,2,170
10039 DATA160,0,170,128,0,42,0
10040 REM***DISC ***
10041 DATA0,0,0,0,0,0,0
10042 DATA0,0,0,0,0,0,0
10043 DATA0,0,0,0,0,0,0
10044 DATA0,0,0,0,0,0,0
10045 DATA0,0,0,0,0,0,0
10046 DATA0,3,170,192,15,234,240
10047 DATA63,251,252,63,239,252,31
10048 DATA171,244,23,234,212,5,85
10049 DATA80,1,85,64,0,0,0
10050 DATA50,80,0,0,0,0,0,0,0,0,0,
255,255,255,255
10051 DATA136,30,0,0,0,0,100,72,139,200,
139,0,150,10,140,10,170

```

IAN

This is a fairly straightforward game, although we rather like the graphics. It illustrates some important techniques such as how to control motion with either keyboard or joystick, how to make moving objects reverse direction and how to use the sprite collision register to indicate a hit.

The submarines are at random depths. There is also a random element in their movement, so that hitting them is not as easy as it looks. The destroyers move faster

```

10 REM DESTROYER
20 REM *****
30 REM
100 POKE 52,48:POKE 56,48:CLR:
    REM RESERVE MEMORY FOR SPRITES
110 CL$=CHR$(147):REM TO CLEAR SCREEN
120 POKE 53280,6:REM BLUE BORDER
130 POKE 53281,14:REM LIGHT BLUE SCREEN
140 V=53248:REM START OF VIDEO CHIP
150 PRINT CHR$(144):REM BLACK INK
160 PRINT CL$:PRINT:PRINT
170 PRINT TAB(18)"WAIT"
180 REM*****
190 REM SPRITE COLORS
200 POKE V+39,11:POKE V+40,0:
    POKE V+41,2
210 REM*****
220 POKE V+29,3:REM TWO SPRITES
    EXPANDED IN X DIRECTION
230 POKE V+23,0:REM NO SPRITES
    EXPANDED IN Y DIRECTION
240 REM*****
250 REM SET SPRITE POINTER
260 POKE 2042,196
270 REM*****
280 REM GENERATE SPRITE SHAPES
290 FOR N=0 TO 383
300 READ K:POKE 12288+N,K
310 NEXT
320 REM*****
330 REM SET UP SOUNDS
340 S=54272:REM START OF SID CHIP
350 POKE S,255
360 POKE S+1,10
370 POKE S+5,72:POKE S+6,0
380 POKE S+7,25
390 POKE S+8,30
400 POKE S+12,12:POKE S+13,0
410 POKE S+24,15
420 REM*****
430 REM KEYBOARD OR JOYSTICK
440 PRINT CL$:PRINT:PRINT:PRINT
450 PRINT TAB(14)CHR$(18)*****
460 PRINT TAB(14)CHR$(18)" DESTROYER "
470 PRINT TAB(14)CHR$(18)*****
480 PRINT:PRINT:PRINT:PRINT
490 PRINT TAB(7)
    "SELECT CONTROL BY PRESSING:"
500 PRINT
510 PRINT TAB(10)CHR$(18)
    " KEY F1 "CHR$(146)" - KEYBOARD"
520 PRINT
530 PRINT TAB(10)CHR$(18)
    " KEY F3 "CHR$(146)" - JOYSTICK"

```

than the submarines, so that if you miss one you can catch it provided it is not too deep. If you give chase, however, there is a danger that you will be left on the wrong side of the screen as a submarine escapes.

You could extend this program by having more than one submarine on the screen, by allowing more than one depth charge at a time to be fired and by devising some means for the submarines to shoot back.

COMMANDS

Key in the program and RUN.

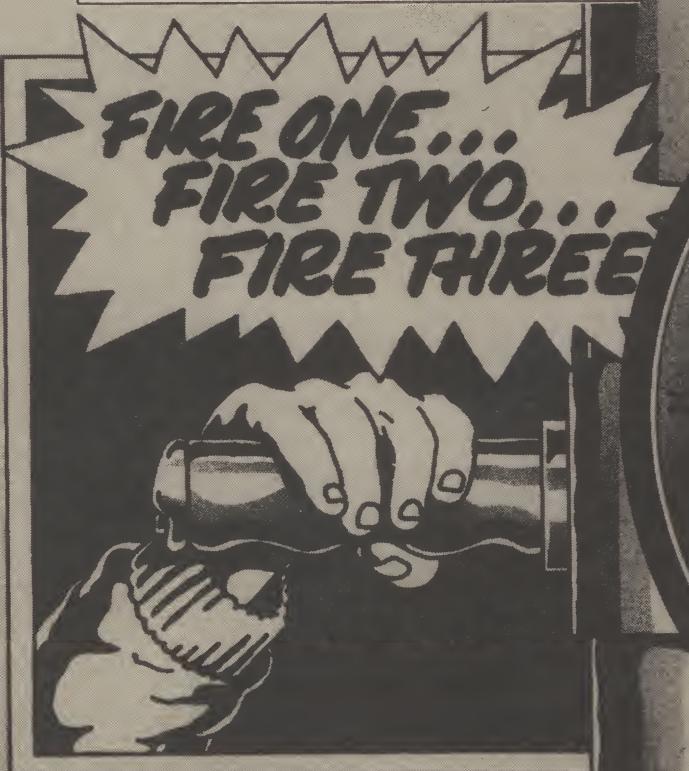
If you are using a joystick ensure it is connected to PORT 1.

Instructions for using the keyboard are included in the code.

```

540 GET A$:IF A$="" THEN 540:REM
    NO SPACE BETWEEN INVERTED COMMAS
550 SL=ASC(A$)-132:IF SL<1 OR SL>2
    THEN 540
560 IF SL=1 THEN GOSUB 8000
570 REM*****
580 REM SKY
590 PRINT CHR$(5)CL$
600 S$=CHR$(32)
610 FOR N=0 TO 4:S$$=S$+S$+S$=NEXT
620 S$$=MID$(S$,4):
    REM S$ CONTAINS 240 SPACES
630 PRINT CHR$(18)CHR$(145)S$
640 REM*****
650 REM INITIAL CONDITIONS
660 POKE V+1,78
670 XD=150:POKE V,XD
680 POKE V+16,0:REM X MSB REGISTER
690 SB=20:HT=0:FR=0:DD=-1
700 POKE 2040,192

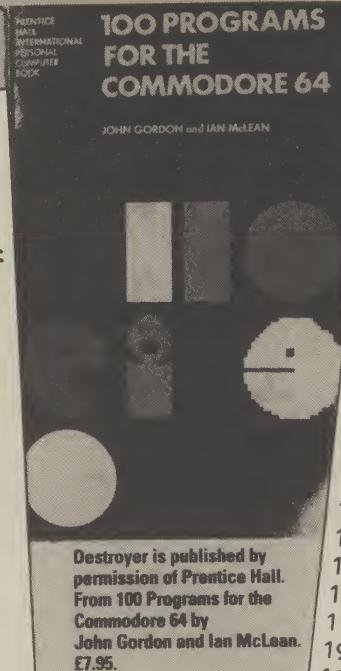
```



```

710 POKE V+21,1:REM ENABLE SPRITE 1
720 REM*****
730 REM NEXT SUBMARINE
740 IF SB=0 THEN 950 REM FINISH
750 POKE V+3,100+100*RND(1)
760 T=RND(1):IF T<.5 THEN POKE 2041,194:
    DS=-1:XS=300
770 IF T>=.5 THEN POKE 2041,195:DS=1:
    XS=5
780 GOSUB 6000:REM MOVE SUBMARINE
790 REM*****
800 REM PLAY
810 ON SL GOSUB 3000,4000
820 IF FB=0 AND FR=0 THEN GOSUB 9000:
    REM FIRE DEPTH CHARGE
830 IF FR=1 THEN YC=YC+10:POKE V+5,YC:
    REM DEPTH CHARGE FALLS
840 IF DX<>0 THEN GOSUB 5000:
    REM MOVE DESTROYER
850 IF FR=1 AND YC>235 THEN FR=0:
    POKE V+21,PEEK(V+21)-4:REM MISS
860 IF FR=1 AND PEEK(V+30) AND 2=2
    THEN GOSUB 7000:GOTO 730:REM HIT
870 IF TI<40 THEN 800
880 REM*****
890 REM SUBMARINE CONTROL
900 GOSUB 6000:REM MOVE SUBMARINE
910 IF FR=1 AND PEEK(V+30) AND 8=8
    THEN GOSUB 7000:GOTO 730:REM HIT
920 IF XS=0 OR XS=320 THEN POKE V+21,
    PEEK(V+21)-2:SB=SB-1:GOTO 730
930 GOTO 800
940 REM*****
950 REM FINISH
960 POKE V+21,0:POKE S+4,0:POKE S+11,0
970 PRINT CHR$(144)
980 PRINT CL$:PRINT:PRINT
990 PRINT TAB(15)"GAME OVER"

```



```

1000 PRINT:PRINT
1010 PRINT TAB(16)"KILLS":HT
1020 IF HT>15 THEN PRINT:PRINT:PRINT
    TAB(13)CHR$(18)" PRETTY GOOD "
1030 PRINT:PRINT
1040 GET A$:IF A$<>"" THEN 1040:REM
    NO SPACE BETWEEN INVERTED COMMAS
1050 REM FLUSH KEYBOARD BUFFER
1060 PRINT TAB(10):INPUT
    "ANOTHER GAME (Y/N)":Y$
1070 IF ASC(Y$)=89 THEN 580
1080 POKE S+24,0
1090 END
1100 REM*****
1110 REM*****
1900 REM
1910 REM
1920 REM *****
1930 REM *
1940 REM * SPRITE
1950 REM * DATA
1960 REM *
1970 REM *****
1980 REM*****
1990 REM*****
2000 REM DESTROYER 1
2010 DATA 0,0,0,0,0,0,0,0
2020 DATA 0,0,0,0,0,0,128,0
2030 DATA 0,128,0,0,128,0,0,128,0
2040 DATA 1,160,128,1,160,128,1,160,128
2050 DATA 1,160,128,19,241,128,19,241,
    128
2060 DATA 255,249,152,255,249,152,127,
    255,255
2070 DATA 127,255,255,63,255,254,63,255,
    254,0
2080 REM*****
2090 REM*****
2100 REM DESTROYER 2
2110 DATA 0,0,0,0,0,0,0,0
2120 DATA 0,0,0,0,0,0,1,0
2130 DATA 0,1,0,0,1,0,0,1,0
2140 DATA 1,5,128,1,5,128,1,5,128
2150 DATA 1,5,128,1,143,200,1,143,200
2160 DATA 25,159,255,25,159,255,255,255,
    254
2170 DATA 255,255,254,127,255,252,127,
    255,252,0
2180 REM*****
2190 REM*****
2200 REM SUBMARINE 1
2210 DATA 0,0,0,0,0,0,0,0
2220 DATA 0,0,0,0,0,0,64,0
2230 DATA 0,64,0,0,64,0,0,64,0
2240 DATA 0,112,0,0,112,0,0,112,0
2250 DATA 0,112,0,3,255,0,3,255,0
2260 DATA 127,255,247,127,255,247,255,
    255,255
2270 DATA 255,255,255,127,255,247,127,
    255,247,0
2280 REM*****
2290 REM*****
2300 REM SUBMARINE 2
2310 DATA 0,0,0,0,0,0,0,0
2320 DATA 0,0,0,0,0,0,2,0

```

```

2330 DATA 0,2,0,0,2,0,0,2,0
2340 DATA 0,14,0,0,14,0,0,14,0
2350 DATA 0,14,0,0,255,192,0,255,192
2360 DATA 239,255,254,239,255,254,255,
         255,255
2370 DATA 255,255,255,239,255,254,239,
         255,254,0
2380 REM*****
2390 REM*****
2400 REM DEPTH CHARGE
2410 DATA 0,0,0,0,0,0,0,0,0
2420 DATA 0,0,0,0,0,0,0,0,0
2430 DATA 0,0,0,0,0,0,0,0,0
2440 DATA 0,0,0,0,0,0,0,0,0
2450 DATA 0,0,0,0,0,0,0,0,0
2460 DATA 0,126,0,0,126,0,0,255,0
2470 DATA 0,255,0,0,126,0,0,126,0,0
2480 REM*****
2490 REM*****
2500 REM EXPLOSION
2510 DATA 240,56,8,240,60,24,48,62,120
2520 DATA 0,120,51,18,120,49,146,0
2530 DATA 1,216,192,1,249,131,31,255,7
2540 DATA 15,254,7,7,255,227,97,255,128
2550 DATA 97,191,0,103,63,131,6,89,131
2560 DATA 0,88,192,0,152,96,94,152,33
2570 DATA 194,17,147,224,17,131,224,0,0,
         0
2580 REM*****
2590 REM*****
2600 REM
2610 REM *****
2620 REM *
2630 REM * SUBROUTINES
2640 REM *
2650 REM *****
2660 REM
2670 REM*****
2680 REM*****
3000 REM KEYBOARD
3010 DX=0:FB=1
3020 T=PEEK(197)
3030 IF T=23 THEN DX=16
3040 IF T=12 THEN DX=-16
3050 IF T=3 THEN FB=0
3060 RETURN
3070 REM*****
3080 REM*****
4000 REM JOYSTICK
4010 DX=0:DY=0
4020 T=PEEK(56321)
4030 JS=15-(T AND 15)
4040 IF JS>7 THEN DX=16
4050 IF JS<7 AND JS>3 THEN DX=-16
4060 REM FIRE BUTTON
4070 FB=T AND 16:REM FIRE BUTTON
4080 RETURN
4090 REM*****
4100 REM*****
5000 REM MOVE DESTROYER
5010 IF SGN(DX)<>SGN(DD) THEN DD=-DD:
DX=0
5020 IF DD=-1 THEN POKE 2040,192
5030 IF DD=1 THEN POKE 2040,193
5040 XD=XD+DX
5050 IF XD<40 THEN XD=40
5060 IF XD>280 THEN XD=280
5070 K=XD

```

```

5080 IF K<256 THEN
         POKE V+16,PEEK(V+16) AND 254
5090 IF K>255 THEN K=K-255:
         POKE V+16,PEEK(V+16) OR 1
5100 POKE V,K
5110 RETURN
5120 REM*****
5130 REM*****
6000 REM MOVE SUBMARINE
6010 XS=XS+DS*(10*RND(1)+6)
6020 IF XS<0 THEN XS=0
6030 IF XS>320 THEN XS=320
6040 K=XS
6050 IF K<256 THEN
         POKE V+16,PEEK(V+16) AND 253
6060 IF K>255 THEN K=K-255:
         POKE V+16,PEEK(V+16) OR 2
6070 POKE V+2,K
6080 POKE V+21,PEEK(V+21) OR 2
6090 RETURN
6100 REM*****
6110 REM*****
7000 REM HIT
7010 HT=HT+1:SB=SB-1:FR=0
7020 POKE S+11,0:POKE S+11,129
7030 POKE 2041,197:POKE V+40,2
7040 POKE V+21,PEEK(V+21)-4
7050 FOR DE=0 TO 300:NEXT
7060 POKE V+21,1:POKE V+40,0
7070 RETURN
7080 REM*****
7090 REM*****
8000 REM KEY INSTRUCTIONS
8010 PRINT CL$:PRINT:PRINT:PRINT:PRINT
8020 PRINT TAB(5)CHR$(18)" KEY Z "
         CHR$(146)" - MOVES DESTROYER LEFT"
8030 PRINT
8040 PRINT TAB(5)CHR$(18)" KEY X "
         CHR$(146)" - MOVES DESTROYER RIGHT"
8050 PRINT
8060 PRINT TAB(5)CHR$(18)" KEY F7 "
         CHR$(146)" - FIRES DEPTH CHARGE"
8070 PRINT:PRINT:PRINT:PRINT
8080 PRINT TAB(6)CHR$(18)
         " PRESS ANY KEY TO CONTINUE "
8090 GET A$:IF A$="" THEN 8090:REM
         NO SPACE BETWEEN INVERTED COMMAS
8100 RETURN
8110 REM*****
8120 REM*****
9000 REM FIRE DEPTH CHARGE
9010 DC=-DD:FR=1
9020 T=XD-10:IF DC=1 THEN T=T+40
9030 POKE S+4,0:POKE S+4,129
9040 FOR N=0 TO 16 STEP 2
9050 XC=T+DC*N
9060 YC=70-10*SIN(N* /16)
9070 POKE V+5,YC
9080 K=XC
9090 IF K<256 THEN
         POKE V+16,PEEK(V+16) AND 251
9100 IF K>255 THEN K=K-255:
         POKE V+16,PEEK(V+16) OR 4
9110 POKE V+4,K
9120 POKE V+21,PEEK(V+21) OR 4
9130 NEXT
9140 RETURN
9150 REM*****
9160 REM*****

```

EVEREST

By Brian Sawyer

CBM
64

The object of EVEREST is to climb to the top of Mt. Everest before Mother Nature kills you. As you start the climb, you'll see a white and grey mountain. The rocks (shown as darker patches) are easier to climb and should be followed as much as possible. You climb by using the joystick to make your way up the face of the peak. Now and then an avalanche will come roaring down the mountain, or a fierce snowstorm will threaten your climb. Both storms and avalanches will knock you down the mountain a little, but avalanches tend to knock the snow away and leave more rocks exposed. Snowstorms, however, just add to your

problems by dropping more snow in your path.

Since you are a wealthy mountain climber, you can have extra food airlifted to you as many as three times during your climb. To call in a plane, press the joystick button. An airplane will fly across the top of the screen and drop supplies, your energy level is increased, and you can resume your climb. Remember, though, that it will take some energy to climb over to the food.

The game ends when you reach the top or when you finally succumb to exhaustion while clinging to those windswept rocks. Have fun.



```

0 PG$="^E^V^E^R^E^S^T^":AU$="BY_BRIAN^SAWYER":JF=1
1 REM EVEREST -- BY BRIAN SAWYER
2 :
5 REM COPYRIGHT (C) 1983 THE CODE WORKS
6 REM BOX 6905, SANTA BARBARA, CA 93160
7 :
10 REM AS OF 8/11/83 GF
90 GOTO 62000
100 CL=55296:V=53248:DIM JD(15):FOR I=0 TO 15:READ JD(I):NEXT
105 DATA 0,0,0,0,0,3,9,6,0,1,7,4,0,2,8,5
110 DEF FNJ(X)=JD(PEEK(JS+X)) AND 15:DEF FNB(X)=(PEEK(JS+X)) AND
16)=0
115 DIM V(10):FOR N=0 TO 9 STEP 2:V(N)=204:V(N+1)=205:NEXT:
P(0)=200:P(1)=203
120 POKE 53280,3:POKE 53281,0:POKE V+40,7:FOR N=1 TO 6:READ A(N):
NEXT
130 DATA 0,11,12,15,1,1
131 FOR BS=200*64 TO 208*64 STEP 64
132 FOR N=0 TO 62:POKE BS+N,0:NEXT
133 READ A:FOR N=0 TO A-1:READ B:POKE N+BS,B:NEXT:NEXT
135 DIM C(15):C(0)=1:C(11)=2:C(12)=3:C(15)=4:C(1)=5
136 DIM K(5):K(1)=1:K(2)=1:K(3)=1:K(4)=11:K(5)=11
140 POKE 2042,205:POKE 2040,201:POKE 2041,200:POKE 2043,207:
POKE 53277,5
150 SR=100:POKE 2044,208:GOSUB 1000:GOSUB 2238
165 X=113:Y=238:DR=3:POKE V+21,31:GOSUB 2239
167 VL=54296:NO=54272:WV=54276:DE=54277:POKE VL,15:SU=54278:
POKE DE+7,129
168 POKE NO+7,0:POKE NO+8,0:POKE SU+7,255:POKE WV,129:POKE WV+7,129
170 GOSUB 2400:GOSUB 2000:IF SR>0 AND Y>73 THEN 170
175 IF Y<74 THEN 4000
180 GOTO 4100
1000 REM DRAW MTN
1010 PRINT "{clr}":GOSUB 1300:GOSUB 1600:XN=1:P1=28-4*WD
1020 FOR Y=1 TO 21:FOR X=1 TO XN:P=Y*WD+X-P1:N=INT(RND(1)*5)+1
1025 IF RND(1)>.7 THEN N=5-INT((Y-1)/4)
1030 POKE P+CRT,160:POKE P+CL,A(N):NEXT X
1035 XN=XN+2:P1=P1+1:IF Y>13 THEN P1=P1-1:XN=XN-1
1040 NEXT Y:POKE CL+13+4*WD,1
1050 PRINT "{home 22°down 31°right}";
1060 PRINT ".{down left}..{down 2°left}...{home}"
1090 RETURN
1095 POKE P,4:IF NOT FNB(0) THEN 4230
1300 PRINT "{grn 5°down 36°space NM}"
1305 PRINT "{31°space NM}..{N}..{M}"
1310 PRINT "{28°space NMNM}..{MNMMNMNM}"
1315 PRINT "{27°space N}..{M}..{N 4°space M}"
1320 PRINT "{26°space N 4°space MN}"
1325 PRINT "{25°space NMNMNMNMNM}"
1330 PRINT "{24°space N 8°space M}"
1340 PRINT "{34°space M}"
1345 PRINT "{35°space M}"
1350 PRINT "{36°space M}"
1355 PRINT "{37°space M}"
1360 PRINT "{38°space M}"
1370 RETURN
1400 REM
1405 PRINT "{grn 31°space NM}"
1410 PRINT "{30°space N}..{M}"
1415 PRINT "{29°space NMNMNM}..{NM}"
1425 PRINT "{28°space N 6°space N}"

```



```

2707 GOSUB 2239:C=PEEK(53278):RETURN
2708 IF TW+130>TI THEN RETURN
2710 IF Y<210 THEN FOR Y=Y TO Y+12:POKE NO+8,255-Y:POKE V+2,X:
    POKE V+3,Y:NEXT
2711 POKE NO+8,0:TW=TI:RETURN
2800 FOR Z=Y TO 255:POKE V+3,Z:IF PEEK(53279) AND 2 THEN Y=Z:RETURN
2810 NEXT:RETURN
3200 REM DELAY
3205 STOP:FOR H=1 TO 40:NEXT:RETURN
4000 REM TOP OF MOUNTAIN
4005 FOR N=1 TO 1000:NEXT
4010 GOSUB 4300:PRINT "{clr 2°down 6°space}
    YOU CONQUERED MT. EVEREST!":WN=WN+1
4020 GOTO 4200
4100 REM YOU LOSE
4110 GOSUB 4300:PRINT "{clr 2°down 11°space}OUT_OF_ENERGY!"
4120 PRINT "{down} ~YOU FAILED TO CONQUER MT. EVEREST!"
4200 PRINT "{down}":IF AS THEN PRINT "YOU'VE SUCCEEDED IN" WN
    "OUT_OF" AS "CLIMBS"
4205 GOSUB 9100:IF YN THEN 140
4210 POKE VIC+21,0:PRINT "{clr}":END
4300 REM TURN EVERYTHING OFF
4310 POKE V+9,0:POKE VL,0:POKE V+1,0:POKE V+3,0:POKE V+5,0:RETURN
9100 NO=0:PRINT "{wht 3°down} ~PLAY AGAIN? ~{cyn}YES ~NO{up}"
9110 TM=0:SW=1
9115 PRINT "{wht} ~PLAY AGAIN? ~{cyn}YES ~NO{up}"
9120 IF TI<TM THEN 9150
9130 PRINT TAB(14+NO*4);MID$("{wht {cyn}",SW,1);
    MID$("YESNO{shift-space}",3*NO+1,3);"{up}"
9140 SW=3-SW:TM=TI+15
9150 JD=PEEK(JS) AND 31:JB=(JD<16):JD=JD AND 15
9160 IF JB AND JD=15 THEN YN=(NO=0):RETURN
9170 IF (JD AND 8)=0 AND NO=0 THEN NO=1:GOTO 9110
9180 IF (JD AND 4)=0 AND NO=1 THEN NO=0:GOTO 9110
9190 GOTO 9120
50000 DATA 39,0,0,57,0,0,59,0,0,51,0,3,255,0,3,127,0,3,120,0,3,120,0,
    2,124,0,0
50001 DATA 110,0,0,102,0,0,102,0,0,102,0,0,96
50002 DATA 27,1,8,128,4,65,16,34,148,164,136,68,82,74,41,73,146,68,
    160,4,146
50003 DATA 138,81,41,80,1,16,128
50004 DATA 30,0,198,64,25,49,140,162,16,214,154,99,144,9,210,99,196,
    89,156,10
50005 DATA 162,36,177,3,103,50,201,12,0,204,192
50006 DATA 36,0,0,60,0,3,60,0,1,152,0,1,254,0,0,255,0,0,123,0,0,251,
    0,1,249,0,1
50007 DATA 152,0,3,152,0,0,24,0,0,24
50008 DATA 50,37,155,0,109,155,0,109,155,0,109,155,0,108,155,0,104,
    59,0,64,2,0
50009 DATA 13,162,0,19,88,0,219,210,0,134,205,0,221,168,128,215,189,
    0,46,212
50010 DATA 128,118,141,0,52,165,0,19,64,53
50011 DATA 108,155,0,109,155,0,109,155,0,109,155,0,109,155,0,109,155,
    0,105,27,0
50012 DATA 96,19,0,77,99,0,26,246,0,43,220,0,95,106,0,126,245,128,59,
    239,0,110
50013 DATA 183,0,127,190,0,58,245,0,22,180
50014 DATA 61,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,
    0,0,0,0,0,0
50015 DATA 0,0,0,254,0,0,254,0,0,254,0,0,254,0,0,12,0,0,12,0,0,12,0,
    0,12,0,0,12
50016 DATA 57,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,
    0,0,0,0,0,6
50017 DATA 0,0,14,0,0,30,31,255,254,79,255,252,255,255,253,127,127,
    142,0,63,192
50018 DATA 0,15,240
50019 DATA 28,30,0,0,127,0,0,255,128,0,255,128,0,201,128,0,73,0,0,42,
    0,0,28,0,0
50020 DATA 20,0,0,28
50021 DATA 7,248,0,0,216,0,0,248
50022 DATA 0

```





```

60000 IN$=" ":"ZT=TI:ZC=2:ZD$=CHR$(20)
60010 GET Z$:IF Z$<>"" THEN 60070
60020 IF ZT<=TI THEN PRINT MID$("~{+}",ZC,1);"{left}";:ZC=3-ZC:
ZT=TI+15
60030 GOTO 60010
60070 Z=ASC(Z$):ZL=LEN(IN$):IF (Z AND 127)<32 THEN PRINT "~{left}";:
GOTO 60110
60090 IF ZL>QI THEN 60010
60100 IN$=IN$+Z$:PRINT Z$;ZD$;Z$;
60110 IF Z=13 THEN IN$=MID$(IN$,2):PRINT CR$:RETURN
60120 IF Z=20 AND ZL>1 THEN IN$=LEFT$(IN$,ZL-1):PRINT "{left}";:
GOTO 60010
60130 IF Z=141 THEN Z$=CHR$(-20*(ZL>1)):FOR Z=2 TO ZL:PRINT Z$;:NEXT:
GOTO 60000
60140 GOTO 60010
61000 CRT=1024:VIC=53248:WD=40:CR$=CHR$(13):SID=54272:JS=56320:
CM=55296

```

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COMMODORE 64™
Fun and Games

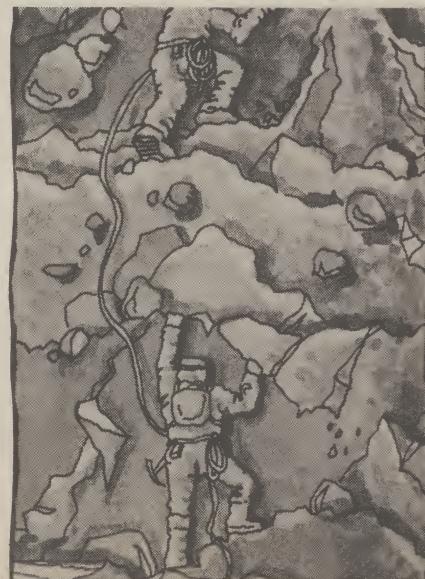
Jeffries
Fisher
Sawyer

Everest is published by permission of Osborne/McGraw Hill and taken from the book Commodore 64 Fun and Games £10.75.

```

61010 QL=214:QI=254:RETURN
62000 GOSUB 61000:POKE VIC+32,0:POKE VIC+33,0:LN=LEN(PG$):
TB=(40-LN)/2
62010 PRINT "{clr 4°down yel rvs-on}" TAB(TB)LEFT$("{21°space}",LN)
62020 PRINT "{rvs-on}" TAB(TB)PG$:PRINT "{rvs-on}"
TAB(TB)LEFT$("{21°space}",LN)
62030 PRINT "(2°down)" TAB((40-LEN(AU$))/2)AU$
62040 MS$="HIT^RETURN^TO^BEGIN":IF JF THEN
MS$="HIT^JOYSTICK^BUTTON^TO^BEGIN"
62050 TB=((40-LEN(MS$))/2)
62060 PRINT "(4°down cyn)" TAB(TB)MS$:PRINT "{7°down cyn 9°space}
(C)_1983,_THE_CODE_WORKS"
62070 GET IN$:IF IN$<>"" THEN 62120
62080 IF (PEEK(JS) AND 16)=0 THEN 62120
62090 PRINT "(home 14°down)" TAB(TB)LEFT$("{pur cyn}",K+1)LEFT$(MS$,
Q)
62100 Q=Q+1:IF Q>LEN(MS$) THEN Q=0:K=1-K
62110 GOTO 62070
62120 CLR:PRINT "{clr wht}":GOSUB 61000:GOTO 100

```



DRACULA

By Alistair Cook

VIC
20

Count Dracula is having an off day. He fancies a few pints of blood but just can't bring himself to go out and sink his fangs into any of the local virgins.

Anyway, why should he bother, when he only recently bought several gallons from a crooked hospital porter. Yes folks, the drinks at home boom is catching on with vampires as well as with everybody else.

The cups of blood are dotted at random around the screen. You must get Dracula around the screen to collecting the cups of blood as you go.

When you have collected the required number of cups our ghoulish hero can retire to his coffin-bed.

Determined to stop Dracula guzzling the blood are several stakes which crop up all over the screen. If you should touch one of these stakes then it's curtains for the Count.

To move Dracula up press key "W", down "X", left "A", and right "D". Dracula will continue to move in the direction of the key just pressed until another key is pressed, or key "S" will make him stand still.

Dracula's Nightmare has been listed with our Easy-Enter technique. Instructions on how this works can be found on page 3.

EASY ENTER

TYPING INSTRUCTIONS

- 1/ Type in and SAVE part one at the start of a blank cassette. Do not RUN, and do not rewind the tape.
- 2/ Type in and SAVE part two on the same tape and side, immediately after part one.
- 3/ Rewind the tape and LOAD and run the first part in the normal way, part two will LOAD and RUN automatically.
- 4/ Because of the way part two loads, disc users will have to change line 62 to 62 LOAD "DRAC2",8 (assuming you saved part two as "DRAC2"), and delete lines 64 and 66.

```

2 PRINTCHR$(8):POKE36879,8
4 PRINT"[CLS][YEL][CD][CR][G<A][18G>*][G<S]":FORI=1TO19:PRINT"[CR][G>-][18G>SPC]
[G>-]":NEXT
6 PRINT"[CR][G<Z][18G>*][G<X]"
8 PRINT"[HOM][3CD][GRN][8CR][9G>+][CD][1OCL][G>+][RED]DRACULA[GRN][G>+][CD][1OCL
][9G>+]"
10 PRINT"[HOM][11CD][6CR][GRN][9G>+][CD][8CL][G>+][RED]DRACULA[GRN][G>+][CD][8CL
][9G>+]"
12 PRINT"[HOM][CYN][15CD][5CR]PRESS ANY KEY[2CD][1OCL]TO LOAD"
13 PRINT"[HOM][19CD][2CR][YEL]DRACULAS NIGHTMARE"
14 A#=A$#[HOM][18CD][2CR][WHT]":A$#[22SPC]"
16 A$=A$+"YOU TAKE THE PLACE OF THE COUNT AND YOU ARE ABOUT TO GO TO BED"
18 A$=A$+"WHEN YOU FANCY SOME NICE CUPS OF BLOOD. YOU GO"
20 A$=A$+"TO THE KITCHEN AND FIND STRANGE THINGS GOING ON."
22 A$=A$+"GET 15 CUPS BEFORE YOU CAN GO TO BED. AVOID THE STAKES."
24 PRINTAA$:MID$(A$,A,18):FORI=0TO150:NEXT
26 GETZ$:IFZ$<>"THEN40
28 A#+1:IFA>240THENA#=1:GOT024
30 GOTO24
40 PRINT"[CLS][YEL][CD][CR][G<A][18G>*][G<S]":FORI=1TO19:PRINT"[CR][G>-][18G>SPC
[G>-]":NEXT
42 PRINT"[CR][G<Z][18G>*][G<X]"
44 Z$#[HOM][GRN][3CD][3CR]KEYS:-":GOSUB100:Z$#[HOM][6CD][11CR][WHT]W":GOSUB100
46 Z$#[HOM][8CD][9CR][WHT]JA S D":GOSUB100
48 Z$#[HOM][10CD][11CR][WHT]X":GOSUB100
50 Z$#[HOM][YEL][13CD][3CR]W-UP[5CR]IX-DOWN":GOSUB100
51 Z$#[HOM][15CD][3CR]JA-LEFT[3CR]D-RIGHT":GOSUB100
52 Z$#[HOM][17CD][8CR]S-HOLD":GOSUB100
58 POKE36879,0:POKE36876,0:FORI=1TO5000:NEXT
60 PRINT"[CLS][BLK]":
62 POKE631,76:POKE632,111:POKE633,13
64 POKE634,82:POKE635,85:POKE636,78
66 POKE637,13:POKE198,7:NEW
100 FORF=1TOLEN(Z$):POKE36876,ASC(MID$(Z$,F,1))+90:FORG=0TO1:POKE36878,G*3
102 PRINTLEFT$("[HOM][21CD]",G*3+2):LEFT$(Z$,F)
104 NEXTG,F:RETURN
0 POKE36869,255
1 C#=B#=0:VO=36878:S2=36875:S3=36876:S4=36877:CO=30720:SC=0:HI=0:POKE36879,8
2 PRINTCHR$(8):INPUT "[CLS][WHT][CD][REV]NUMBER OF MEN(1-5)":X:IFX<10RX>5THEN
3 M=X:PRINT "[CLS]":
4 PRINT "[HOM][REV][WHT]SCORE":SC:PRINT "[HOM][YEL][REV][9CR]CUPS":C:PRINT "[HOM]
[REV][17CR]MEN":M

```





SUCKER

By John Murray

VIC
20

Sucker is a completely original game for your 64. The object of the game is to get six white balls to the bottom of the screen and align them in their correct position.

You are a hollow white object. Pick up the balls by sucking them up and place them in position by spitting them out.

The puzzle must be solved in 200 seconds or you lose the game. If you succeed in aligning the balls within the time limit you earn a bonus of fifty points.

Whilst you are moving the balls several nasties will try to land on it – should they succeed then the ball will disappear and you have to start over.

Sucker has a High Score table.

To move up press key "F5", down "F7", left "Z", and right "X".

Sucker has been listed using our Easy-Enter technique to make it simple for you to enter. Instructions on how this works can be found on page 3 of this supplement.

**EASY
ENTER**

```
1 GOSUB^50
2 PRINT "[CLS]":POKE36879,8:FORA=38400 TO 38400+22*23:POKEA,1:NEXT
3 V=9#16*3:C=38400-7680:L=0:Z=102:O=0:SV=36878:SN=36875
4 T=200-0:I=0
5 PRINT "[CLS]":FORJ=7746TO7767:POKEJ,Z:POKEJ+C,4:GOSUB160
6 NEXT
7 FORJ=7768TO8142STEP22:POKEJ,Z:POKEJ+C,4:GOSUB160
8 NEXT
10 FORJ=7789TO8163STEP22:POKEJ,Z:POKEJ+C,4:GOSUB160
11 NEXT
13 FORJ=8164TO8185:POKEJ,Z:POKEJ+C,4:GOSUB160
14 NEXT
16 FORJ=7742TO7744:POKEJ,B7:NEXT
17 IFL=2THENPOKE7744,32:Q=0
18 IFL=4THENPOKE7744,32:POKE7743,32:Q=0
20 FORJ=7771TO7786STEP3:POKEJ,81:POKEJ+C,6:NEXT
22 POKE7930,Z:POKE8048,Z:POKE8042,Z:POKE8060,Z:POKE7880,Z
24 POKE7825,Z:POKE7964,Z:POKE7910,Z:POKE7850,Z:POKE7989,Z
26 B=8153:POKEB,87
30 PRINT "(YEL1)[HOM1]2CDITIME: "T:M=M+1:IFM=4THEN170
32 PRINT "(YEL1)[HOM1]SCORE: "P
36 PRINT "(YEL1)[HOM1]"TAB(14)"HI:"H
40 IFT<#97THENPOKE7733,32
42 IFT<#97THENPOKE7732,32
44 FORU=145TO8160STEP3:IFPEEK(U)=81THEN68
46 IFPEEK(U-22)=81THENPOKEU,81:POKEU+C,6:POKEU-22,B7:POKEU-22+C,1:GOTO350
48 NEXT
68 GETA$:IFA$=""THEN30
69 IFT<#97THENPOKE7733,32
70 IFT<#97THENPOKE7732,32
71 IFPEEK(B)=87THEN200
72 IFA$="2":THENB=B-1:POKEB+1,32:POKEB+1+C,1:GOTO80
74 IFA$="X":THENB=B+1:POKEB-1,32:POKEB-1+C,1:GOTO80
76 IFA$=CHR$(135):THENB=B-22:POKEB+22,32:POKEB+22+C,1:GOTO80
78 IFA$=CHR$(136):THENB=B+22:POKEB-22,32:POKEB-22+C,1
80 POKEB,87:GOTO120
100 F=7791+(INT(RND(1)*308)+18)
102 IFQ=2THENPOKEF,Z:Q=0
104 GOTO30
120 IFT<#97THEN=L+1:GOTO650
124 POKEV+13,253:FORY=3700:POKEV+14,Y:NEXT:POKEV+13,0
125 IFPEEK(B-1)=ZTHENB=B
127 IFPEEK(B+1)=ZTHENB=B
129 IFPEEK(B-22)=ZTHENB=B
131 IFPEEK(B+22)=ZTHENB=B
133 IFB+B+LORD=B-1THENGOSUB240
135 IFW=B+22ORE=B-22THENGOSUB240
137 G=G+1:GOSUB410
138 FORX=7771TO7786STEP3:IFPEEK(X)=32THEN152
140 IFPEEK(X+22)=87THENPOKEB,81:POKEB+C,6:POKEX+C,1:GOTO300
142 NEXT
```

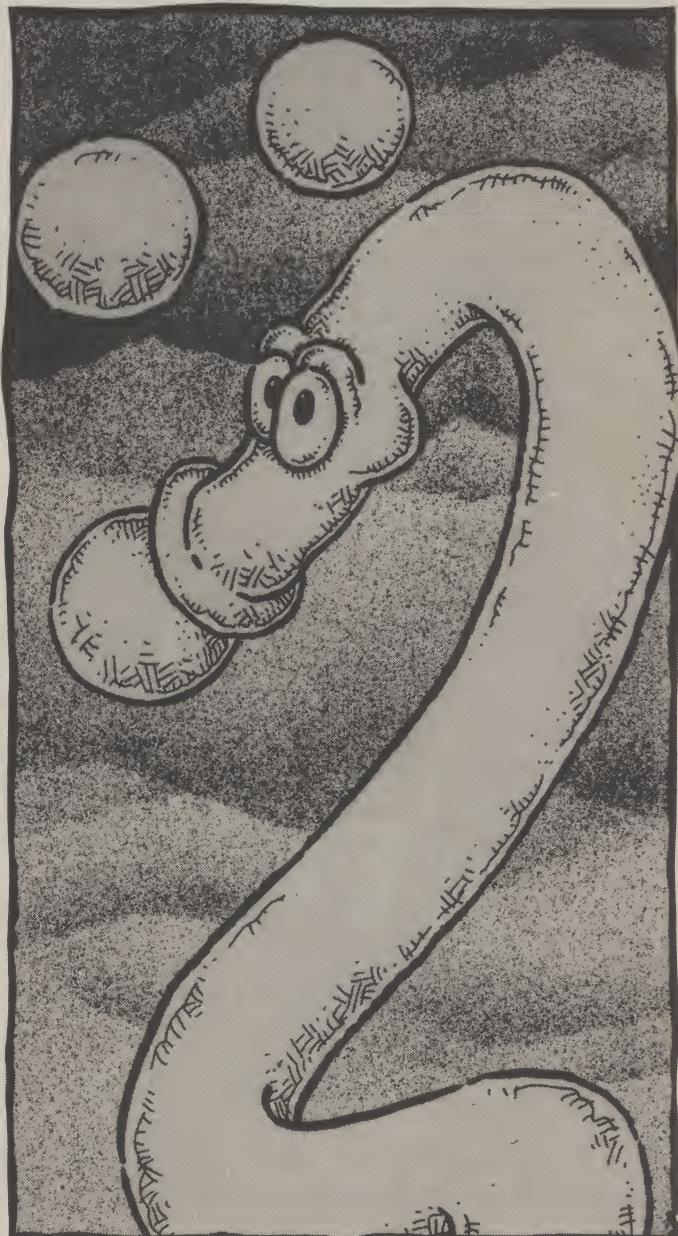
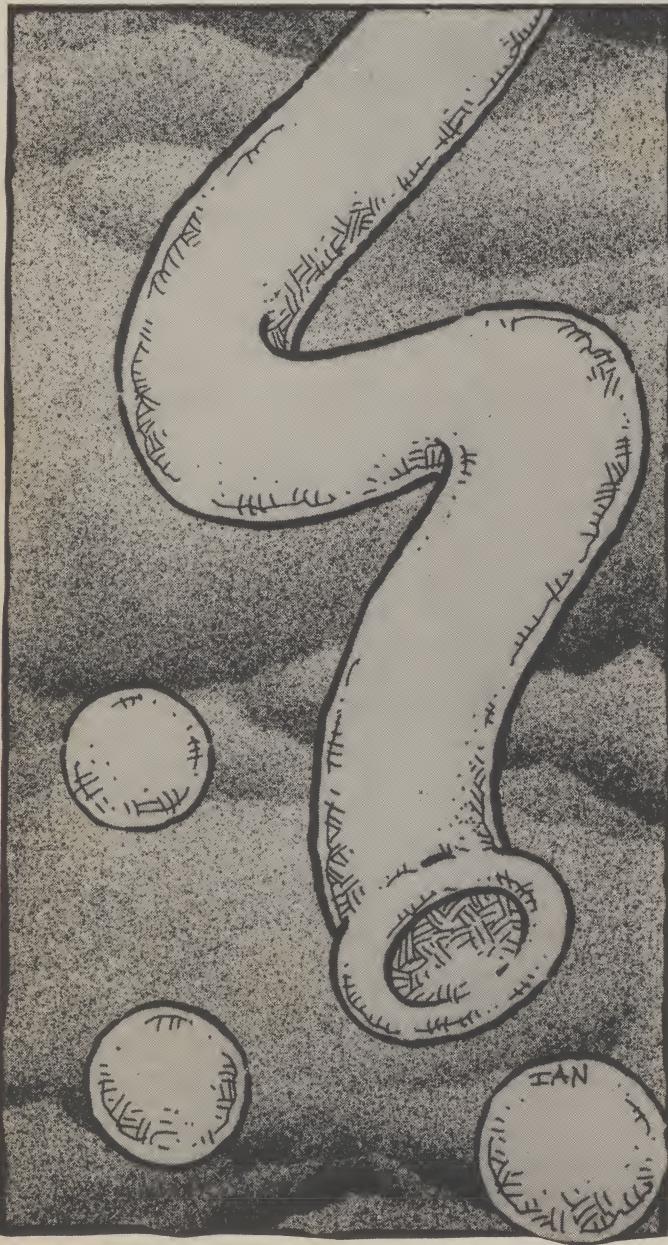


IAN
COMMODORE USER

```

152 GOTO68
160 POKEV+13, 150:FORY=3T00:POKEV+14,Y:NEXT:POKEV+13,0:RETURN
170 T=T-1:Q=Q+1:M=0:IFT<=0THENL=L+1
172 IFL=1ORL=3THEN650
173 IFL=5THEN700
174 GOTO100
200 IFAS=="Z"THENB=B-1:POKEB+1,C,1:GOTO210
202 IFAS=="X"THENB=B+1:POKEB-1,C,1:GOTO210
204 IFAS==CHR$(135)THENB=B-22:POKEB+22,32:POKEB+22+C,1:GOTO210
206 IFAS==CHR$(136)THENB=B+22:POKEB-22,32:POKEB-22+C,1:GOTO210
210 POKEB,81:POKEB+C,6:GOTO120
212 T=5:PRINT"(YEL)(HOMI)2CDITIME: "T
214 S=B-22:D=B+22:W=B-484:E=B+484:RETURN
300 POKEV+13, 252:FORY=1TO3:POKEV+14,Y:FORR=1TO80:NEXT:NEXT:POKEV+13,0:GOTO68
350 POKEV+13, 252:FORY=3TO0:POKEV+14,Y:FORR=1TO80:NEXT:NEXT:POKEV+13,0
360 P=P+10:I=I+1:IFI=6THEN0+10:P=P+50:GOTO4
370 GOTO68
410 IFG=2THEN7=T-1:PRINT"(YEL)(HOMI)2CDITIME: "T
420 F=7791+(INT(RND(1)*308))*18
422 IFG=2THENPOKEF,Z:G=0
424 RETURN
650 IFL=5THEN700
660 POKE$V,8:POKE$N,251:FORR=1TO500:NEXT:POKE$N,0:L=L+1:GOTO4
700 POKE$V,8:POKE$N,255:FORR=1TO500:NEXT:POKE$N,0
710 POKE36879,26:IFP<=HTHENH=H
718 IFP>HTHENH=H
720 PRINT"(CLS)(CDJ)(SPC)IREV)(BLK)JI SCORE(OFF):"H
721 PRINT"(CDJ)(SPC)IREV)(BLK)JI YOUR SCORE(OFF):"P
723 PRINT"(6CDJ)(BLK)(SPC)ILIKE ANOTHER GO?"
725 PRINT"(3CDJ)(SPC)IREV)(PUR)IOFF)(3SPC)IREV)(PUR)N(OFF)
726 GETC:IFC=="":THEN726
727 IFC=="Z":ORC=="X":ORC==CHR$(135):ORC==CHR$(136):THEN726
729 IFC=="N":THENPOKE36879,27:PRINT"(REV)(BLU)(OFF)(CLS)":END
730 IFC=="Y":THENP=0:GOTO2
750 PRINT"(CLS)(4CDJ)(SPC)(BLU)(BG<@)"
751 PRINT"(4SPC)(BLU)(REV)***([OFF)(G)(G)(BLK)ISUCKER(BLU)(G)(M)(REV)***([OFF]"

```



```

752 PRINT"(SPC)(BLU)(BG<@)(BLU)"
755 PRINT"(4CDJ)(SPC)PRESS [RED](BLU) FOR"
757 PRINT"(CDJ)(SPC)INSTRUCTIONS"
760 PRINT"(CDJ)(SPC)OR [RED]R(BLU) TO RUN"
765 GETC:IFZ=="":THEN765
770 IFZ=="I":THEN800
780 IFZ=="R":THENRETURN
800 PRINT"(CLS)(6CDJ) YOU MUST BRING EACH"
804 PRINT"(CDJ)(SPC)BALL HOME TO THE "
808 PRINT"(CDJ)(SPC)BOTTOM IN THE TIME"
810 PRINT"(CDJ)(SPC)ALLOWED, WORKING"
812 PRINT"(CDJ)(SPC)RIGHT TO LEFT.:"FORR=1TO10000:NEXT
816 PRINT"(CLS)(3CDJ)(SPC)EACH BALL MUST BE"
818 PRINT"(CDJ) SUCKED IN FROM BELOW(2SPC)(6G<@)"
820 PRINT"(3SPC)AND SPIT OUT AT(1SPC)(4G<@)"
822 PRINT"(SPC)THE BOTTOM."
826 PRINT"(2CDJ)(4SPC)EACH BALL HOME"
828 PRINT"(CDJ)(2SPC)SPEEDS UP THE TIME"
830 PRINT"(CDJ)(2SPC)LITTLE AND GAINS"
832 PRINT"(CDJ)(4SPC)YOU 10 POINTS.:"FORR=1TO20000:NEXT
834 PRINT"(CLS)(2CDJ)(3SPC)ALL & WITHIN THE"
836 PRINT"(CDJ)(2SPC)TIME MEANS A BONUS"
838 PRINT"(CDJ)(2SPC):50, PLUS ANOTHER"
840 PRINT"(CDJ)(2SPC)DURING THAT LIFE"
842 PRINT"(CDJ) WITH 10 SECONDS LESS"
844 PRINT"(CDJ)(4SPC)STARTING TIME."
846 PRINT"(CDJ)(2SPC)HIT AN OBSTACLE AND"
848 PRINT"(CDJ)(2SPC)YOU LOSE 5 SECONDS."
850 PRINT"(CDJ) IN AN OBSTACLE LANDS"
852 PRINT"(CDJ)(3SPC)ON YOU YOU LOSE"
854 PRINT"(CDJ)(6SPC)THE BALL.:"FORR=1TO20000:NEXT
856 PRINT"(CLS)(8CDJ)(6SPC)F5 - UP"
858 PRINT"(CDJ)(6SPC)F7 - DOWN"
860 PRINT"(CDJ)(6SPC)Z(2SPC) - LEFT"
862 PRINT"(CDJ)(6SPC)X(2SPC) - RIGHT:"FORR=1TO10000:NEXT:RETURN

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HOW TO USE EASY ENTER

How we reproduce listings

We have two methods of presenting listings. When we can, we run them through a converter program that replaces the hieroglyphic control codes with more meaningful symbols.

When you see . . . It means . . .	And you . . .	(RED)	change to red	press the RED key (CTRL and 3)
(CU)	cursor up	(CYN)	change to cyan	press the CYN key (CTRL and 4)
(CD)	cursor down	(PUR)	change to purple	press the PUR key (CTRL and 5)
(CL)	cursor left	(GRN)	change to green	press the GRN key (CTRL and 6)
(HOM)	cursor to the top lefthand corner	(BLU)	change to blue	press the BLU key (CTRL and 7)
(CLS)	clear	(YEL)	change to yellow	press the YEL key (CTRL and 8)
(DEF)	insert	(REV)	reverse on	press the RVS ON key (CTRL and 9)
(BLK)	change to black	(OFF)	reverse off	press the RVS OFF key (CTRL and 0)
(WHT)	change to white	(SPC)	space	press the space bar; repeat the specified number of times

These listings we generally run out on a letter-quality printer, though, and conventional graphics can't be handled on a daisywheel. So some listings are done on a Commodore printer, in which case you may see the standard control codes:

CLP	(REVERSED S)
HOME	(REVERSED P)
RVS ON	(REVERSED UNDERSCORE)
CURSOR UP	(REVERSED SHIFTED •)
CURSOR DOWN	(REVERSED UPWARD BAR - SHIFTED H)
CURSOR LEFT	(REVERSED LEFT SQUARE BRACKET)
CURSOR RIGHT	
SET COLOUR TO	
BLACK	(REVERSED SHIFTED P)
WHITE	(REVERSED E)
FED	(REVERSED £)
CYAN	(REVERSED COMMODORE-SHIFTED *)
PURPLE	(REVERSED COMMODORE-SHIFTED -)
GREEN	(REVERSED UP ARROW)
BLUE	(REVERSED LEFT ARROW)
YELLOW	(REVERSED PI SIGN)
THE FUNCTION KEYS CAN BE INCORPORATED INTO FPRINT STATEMENTS TOO.	(REVERSED PI SIGN) THEY APPEAR AS SPECIAL"
F1	F2
F2	F3
F3	F4
F4	F5
F5	F6
F6	F7
F7	F8
F8	F9
F9	F10

When you see any of the codes prefixed by a number, you must press the appropriate key the same number of times.
for example:

(3SPC)
means – press the spacebar three times
or
(5CD)
means – press 'cursor down' key five times

(G<key>) press specified key together with CBM key
(G>key) press specified key together with CBM key

EASY
ENTER!

'PSSST!

**...ELLO JON
GOTTA NEW
COMPUTA'**

Most new computer owners are very quickly distressed to learn that the buying headaches don't end when you get your new machine out of the box. The new worry is software. Whatever it is you are interested in - whether it be games or business - there is a bewildering choice of products in each category. The Complete Commodore Software Guide is now here to help. Published FREE with next month's Commodore User this invaluable software Guide is not to be missed. Over a thousand products are listed with comment, recommendations, best prices, availability and our at-a-glance symbol references.

We have brought together an impressive team of experts to write the Software Guide. Josephine Adams, Editor of Educational Computing, provides the home education software reviews, Karl Dallas on Business software, John Ransley on adventure games, Laurie Sampson on arcade games, and Seamus St John of Computer and Video Games and the Daily Mirror on simulations. Its one bumper Software Guide, its absolutely free when you buy our excellent February edition and its on sale at your newsagents on February 1st.



**COMMODORE
User**